

DIETHEARD GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 3 • ISSUE 3

MORTAL KOMBAT II

32X

SEGA'S NEW
SUPERSTAR
KNUCKLES
COMES TO THE 32X IN:
CHAOTIX

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TEMPO
METAL HEAD
SEGA SATURN:
VICTORY GOAL
SONY PLAYSTATION:
MOTOR TOON GP
KILEAK THE BLOOD

SPECIAL FEATURES:
STREET FIGHTER II
THE ANIMATED MOVIE

CES '95
FIRST REVIEW:
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Wow, it's been one-stop nirvana since we returned from the Winter CES. We had only 13 days to get this issue together, so there wasn't much sleeping at GamePro this month. On top of that, product is slow to come as many companies make ready their plans for the upcoming 64-bit system roll-outs. While making the rounds at the CES, I was quite surprised by the amount of developers who have already taken the 64-bit pledge. After talking with many a frustrated developer, I can understand why. One of the main attractions to the PlayStation and Saturn is the CD format itself. Being able to go from development system to finished product in just two weeks, rather than the 90-days required for cart, really helps the publisher place an accurate order. If you've got orders for 50,000 pieces, you can guess exactly that amount, thus avoiding costly inventory. Since re-orders are swift in coming, if a game sells through, the publisher can act quickly and get more on the shelves before the game dies. I.E. they see rue late and more.

This explains why so many predominantly console oriented companies have PC CD Rom titles in development. Why start now on a 16-bit product that wouldn't make it and sell only 70 and land in a potentially depreciated 16-bit market, when you can develop a PC product, with little to no risk, and see, when the new systems hit, simply put it quickly in either the Saturn or PlayStation. Although these PC parts won't fix the new platforms at all, at least there will be some games to play early on.

As soon as the Saturn and PlayStation hit, developers will begin to develop true next generation games. Games that only the next generation consoles can handle, like the Turbo slug and Clockwork Knight. You will never see games like these on PC, and they are first generation. Which leads me to my next point. Many people have asked me why GamePro has never covered PC games, here's why:

I think that Tom Kalishko summed it up nicely during a recent press conference where he stated that PCs are still too complex for the casual gamer. Until it's as simple as "plug n' play", the PC game market will remain rather small in the scope of things. Tom also stated that Sega's top engineers see still not get Sonic II to run on a Pentium... Sonic II, look of Clockwork Knight, or Shenmue on the Saturn,

blissful platformers such as these will never see the light of day on PC. And Daytona, or Ridge Racer, forget it.

Also, in order to play the very best games out there, you're looking at a sizable investment (\$3000+). Why would anyone, who wants to play video games, spend six times as much money for a heavy, non-portable, and inferior machine? If you happen to have a heated up PC in the house, or you purchase one for business reasons, I can see playing games during spare time, but the true video game player who demands the best that gaming has to offer, will find his home on one of the big three's new platforms. That is why I have chosen not to cover this genre. Also, if you are going to cover a genre, I believe you have to cover the whole spectrum, and when it comes to PC that means "interactive multimedia", "multimedia" and other hyper boring types of software... not sold.

And finally, I would like to address some mail that I have received recently regarding Viewpoint. Many of you are wondering how our system works since the overall scores do not match the cumulative numbers. We use the breakdowns; graphics, control, play mechanics, originality, and sound, so that you can see where a game's strengths and weaknesses lie. The overall score, however, reflects how the reviewer felt personally about the game. For instance, the numbers could add up to 90, but the overall score could be lower. If a game is outstanding in every category, but the reviewer simply did not like the overall look or character in it, for example, that is reflected in his overall score. That way it's tied at like two reviews is one. Simply adding up the numbers takes the personality out of the review. Since everyone is different, being able to go by either the breakdowns or the personal opinion allows you a broader outlook. Also, within the issue you'll find us in depth review, and the back of the box, or every name in Viewpoint. That review is written by someone who likes that category. We take our editorial very seriously here at GP, and as you know, we listen when our readers tell.

And finally, I would like to send my condolences to all of those effected by the recent tragedy in Kobe. I was there a year ago, and I know how shocking a job that size can be. I wish you the best of luck in your recovery.

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Use Bishop to dodge the deadly torments of Sumea Blaze, and take the fight to her!



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CRYSTAL DYNAMICS

DIEHARD

GAME FAN

March 1995

NEXT GENERATION VIDEO GAME MAGAZINE



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**All AM By:
Terry
Wolfinger**

NOTHING, NOTHING CAN PREPARE YOUR 32X.



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Rip into the real arcade action that 32 mugs of high-speed, 32 bit processing can deliver! Trade-up to faster game play, realistic character animation, state-of-the-art graphics and the bone-crunching music and sound 1/2x of the arcade smash—from "Finish Him" to "Flawless Victory." You might have played it before but... Nothing, NOTHING can prepare you for MKII on 32X!




MIDWAY

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32X

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A surreal landscape with a red-orange sky and a dark blue foreground. The sky is filled with wispy clouds and a bright, glowing light source on the right. The foreground is dark and textured, with a small, bright star-like object in the bottom right corner. The overall mood is mysterious and dreamlike.

Ever blown
your
inner ear
out your
nose?

Nothing's worse than a mean dose of vertigo —except maybe a crushed kidney. 'Cause in **Off-world Interceptor™**, Crystal Dynamic's™ vicious 4x4 off-road



kill-fest, grabbing air is just another perk. (Check out the extreme, 32-bit texture mapped, butt-bone smashing terrain!) As a bounty hunter, your job's to scrape up the **scabs** that society's picked off and flicked your way. **Crush 'em** beneath ten tons of screaming steel, **cremate 'em** with

blazing napalm cannons. Whatever it takes — cause given half a chance, they'll be thrilled to **deep-fry** your customized Monster Stomper into a **crispy** mess you wouldn't serve in **Hell's Kitchen**. One last thing — buckle up. Because coming down's a **bitch**.



On the way up, you gotta whip a couple'a tough air-bits. The game's no exception. They're called **knives**. But don't bother too much, 'cause you'll lose more than your hair.



Check the RT light, 'cause this ain't no **snuggly-on-a-stick** stadium show. Load up your feet with trick **airbags**, or grabbin' jump jets and **carcinogenic** pulse lasers.



Excuses all that **repressed** juvenile behavior with our hand-to-hand, "waaa-ya-hoo!" 2 player mode. Proud'd be embarrassed. But **Google** those words really **appears**.

"Any closer Dog Breath, and I can braid those nostril hairs. Get this man some clippers and a mint."



Yak of **perforated** full-mast **video**? Well, **Internet**, we're **here**! It **seems** we've dropped a **some** **coast** **road** **pinkie** **stiff** up from **talking** **meat**.



MAJOR
MILD LANGUAGE
SUGGESTIVE THEMES

For information on this product's rating, please call 1-800-775-5712.



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**CRYSTAL
DYNAMICS™**

**TOP
TEN**

**MOST
WANTED**

TOP TEN

1. Donkey Kong Country (SNES)
2. Final Fantasy III (SNES)
3. Mortal Kombat II (SNES)
4. Doom (Jaguar)
5. Earthworm Jim (Genesis)
6. Super SF 2 Turbo (3DO)
7. Sonic & Knuckles (Genesis)
8. Super SF 2 (SNES)
9. Super Metroid (SNES)
10. Road Rash (3DO)



MOST WANTED

1. Mega Man X (SNES)
2. Killer Instinct (Ultra 64)
3. Virtua Fighter (Saturn)
4. Phantasy Star IV (Genesis)
5. Ultra Vortex (Jaguar)
6. Rayman (Jaguar)
7. Primal Rage (Jaguar)
8. Starfox 2 (SNES)
9. Iron Soldier (Jaguar)
10. Samurai Shodown II (NEO•GEO)

First Prize: Your choice of a console: SNES, GENESIS, or GAME GEAR.

Second Prize: Your choice of one of the **Prize of the Month in Viewpoint**.

Third Prize: A **FREE** year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Wes Keaton of Evanston, IL

Second Prize: Jeff Jensen of Howarden, IA

Third Prize: Jay Turner of Philadelphia, PA

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:
GAME FAN TOP TEN 5137 Claremont Dr., Suite 210 Agoura Hills, CA 91301

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

2014

TO

THE ODDS ARE AGAINST YOU.



LEAPIN' LIZARDS! SPIDEY'S
CLEANING UP THE SEWER.



FLAME ON! THE HUMAN TORCH™
HEATS UP THE BEETLE™.



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ENTERTAINMENT

Now can we possibly make the 64-bit Jaguar more powerful? Attach an Atari double-speed CD player. It's a lot like attaching an atom bomb to an F-14. We're talking explosive power that no other CD-ROM combination can match. Just plug back this 790-meg monster onto your Jaguar and watch your TV come alive with insane true color, movie-like images and CD-quality stereo sound.



HOCUS POCUS

Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.



KILLER INSTINCT - ARCADE SPEED-UP CODE!

Begin a 2-player game, during the FMV intro before the match, have both players press Right and all Punch buttons. Prepare for some TRUE hyper fighting! Dan Granett, *Shin New Ground*.



PLAY AS EYEDOLL!

Begin a 1-player game as Spinal, and be sure to have two credits in the machine. Get to Eyedoll and absorb four of his special moves. Now perform Spinal's Morph move while doing a combo on the computer Eyedoll. Spinal will morph into Eyedoll for a split second. While Spinal is morphed into Eyedoll, press the 2P Start button. (You have to be very fast!) Now you can use Eyedoll! Erik Bianchi, *Los Angeles, CA*.



DEMON'S CREST - SNES ULTIMATE GARGOYLE PASSWORD!

This password allows you to transform into the Ultimate Gargoyle, who has the strengths of all the other gargoyles.

OFFF KNRR
DOLR XGTO
J. Bert, *Tucson, AZ*; Jason Kopp, *Troy, MD* & Willie Melburn, *San*

**UNIRACERS - SNES
ANTI-SEGA PROPAGANDA**
Enter your name as "SEGA" or "SONIC" and you'll get to read some anti-Sega propaganda. Nate Sestrich, *Johnstown, PA*.



CHECKERED FLAG - JAGUAR NIGHT-TIME DRIVING

Enter the Option Screen and highlight Weather. Press B, 4, 7, 3 on the keypad.

Christopher G. Morin, *Chicopee, MA*.

IRON SOLDIER - JAGUAR ULTRA-CHEAT CODE!

At the Option Screen, enter 37866242 on the keypad. The screen will flash if the code was entered correctly. Now you can select your stage and get all the weapons! James Wright, *Memphis, TN*.

INSANE MODE!

At the Option Screen, enter 6824 on the keypad. The screen will flash if the code was entered correctly. You'll now take much more damage than usual. Jon Lennaway, *New Baltimore, MI*.



JOHN MADDEN NFL FOOTBALL '95 - GENESIS PLAY AS THE NORTH CAROLINA PANTHERS AND JACK-SONVILLE JAGUARS!

At the Setup Screen, press "B, A, C, A, C." You'll hear Madden yell "POW!" The two new teams will appear after the All-Madden Team in Team Select.

James R. Geiger, *Shellsburg, IA* & Adam Spero, *So. Euclid, OH*.



WAY OF THE WARRIOR - 3DO MORE SECRET STAGES

Enter the following codes in the Name Entry screen:
A new way to fight - TUGAWAR,
APRIL 16, 1964
WOTW Turbo - SPOED, AUGUST
8 1980
Gulab Jemun's BG - TAJ MAHAL,
JANUARY 1, 1901
Mike Brennan, *Wilkes-Barre, PA*.

The Super Hocus Pocus Giveaway

Grand Prize!
Second prize will win a free Genesis Fun T-Shirt, the game of their choice and a one year subscription to GameFan.

Third Prize!
Third prize will win a Game Fan T-Shirt, and a one year subscription to GameFan.

You want a bigger Hocus Pocus? We want a bigger Hocus Pocus. Announcing the biggest Tricks & Tips contest ever: **The Super Hocus Pocus Giveaway!** Send in your codes, good bad or ugly. We will choose one grand prize winner each month. (Current subscribers will receive a one year extension.) Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, a place where cheaters can prosper now like never before.

First Prize: James R. Geiger, *Shellsburg, IA*
Second Prize: Nate Sestrich, *Johnstown, PA*
Third Prize: James Wright, *Memphis, TN*

SEND YOUR CARDS AND LETTERS TO:

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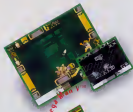
Game Boy. Instant color conversion! And it's not just for new Game Boy games. ANY Game Boy game can take advantage of Super Game Boy's powers of color transformation.

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You'll hear the stereo Game Boy music through TV or stereo speakers.

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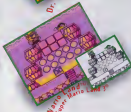
Dr. Mario



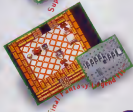
Super Mario RPG



Kirby Dream Land



Mario Land 2



Final Fantasy Legend II



Donkey Kong

TRADING GO

With Game Boy, you have the ability to "take it with you," but Super Game Boy lets you show off your favorite Game Boy games in an all-new way. Your Game Boy games will look better, play easier and take on a whole new level of graphic detail. In this case, bigger is definitely better. Instantly mutate Metroids to 10 times their original size! If a picture is worth a thousand words, the "before and after" shots here are saying a lot of good things about Super Game Boy!

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Donkey Kong Land

Metroid II

Super Mario Land

Tetris

FOR SHOW

GAMES GAMES



If you have a Super NES but not a Game Boy, you can access a whole new world of games once you have a Super Game Boy. Exclusive Game Boy titles like Donkey Kong Land, Metroid II: Return of Samus and the entire Super Mario Land series can now be played on your Super NES! Paks like the Legend of Zelda®: Link's Awakening™ and the Final Fantasy Legend™ series take on a whole new level of excitement with Super Game Boy.

ADVERTISEMENT

When you plug a game into Super Game Boy—POW—instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn't to your liking, that's not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.

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Choices

As you can see, games like Link's Awakening look great in almost any color palette. When customizing the game you're playing, you'll find that contrasting colors often work best.

BORDER OPTIONS

There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It's like a Super NES screen saver. Try it!

BORDER OPTIONS

BORDER OPTIONS



Make your own ADVERTISEMENT



Make your own

If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to port II on your Super NES. It will work kind of like Mario Paint.[®] Just select a color from the color palette, click and hold the button, and paint away!

Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.

Using a border that complements your game screen can certainly enhance your gaming experience. For example, set the scene for Link's Awakening by painting a border that features Koholint and Egg Mountain, or build an arena around your NBA Jam[™] court.



Choices



Super Game Boy also allows you to edit the various colors of any given palette by increasing or decreasing the brightness of each color. If you come up with an unbeatable combination of colors, write down the password that you're given, and then enter it any time you want to use that palette again. It's versatile. It's comprehensive. It's cool.

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ENHANCED MODE



Programmers can now pre-assign colors to provide optimal contrast, vibrancy and detail with Super Game Boy Enhanced Mode. Different levels of a game can access different color palettes, as well. And customized borders that surround the playfield can be built-in to create an exciting frame that complements the game. Check out games like Donkey Kong, Space Invaders,™

Wild Snake,™ Bonk's Revenge,™ Mega Man V, Donkey Kong Land and more! Keep an eye out for the happy face icon on the box. It lets you know that the Super Game Boy Enhanced Mode is ready to roll!



Mighty Morphin Power Rangers,™

Select any Power Ranger and the Enhanced Mode outfit's these in the right color

HEY! RIP OUT THIS COUPON AND SCORE \$5 OFF YOUR PURCHASE OF SUPER GAME BOY!

Save \$5.00

When you purchase one Super Game Boy.



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SUPER TURRICAN 2 • SNES • OCEAN • 16MBG • ACTION PLATFORM • 1-PLAYER • AVAILABLE NOW

Super Turrican 2 reminds me of the Super Famicom games of old. The SNES hardware brought in its share to this genre, with special effects and many other. The adventures in Super Turrican 2 are filled with great play mechanics, flawless control, and incredible music. First Mega Turrican, and now this! I'm really standing in line this guy!

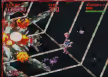
92

Bad business is involving my SNES... and I like it! This is the chance for Super Turrican 2 to show us some of its 16-megs as humanity possible. These guys must have really studied the SNES hardware. Great tunes and much more. Along with some very solid platforming action (complete with the ever popular grappling arm) make this one SNES game you need!

90

It's an explosion that shows the SNES's new colors, a game that I want. From start to finish this is non-stop shooting action with special effects that truly impress. It's not a game of Super Turrican 2, the music is the best I've heard in a SNES action game in some time, and the control is right there. If you're standing in a quality action game on the SNES like I was, it should be yours.

90



MR. TUFF • SNES • OCEAN • 16MBG • ACTION PLATFORM • 1-PLAYER • AVAILABLE NOW

Little Mr. Tuff is a pretty cool new character, but besides the interesting moves he can use and operate one of vehicles, this is a very basic platformer. The levels are easy, but they are short, and towards the end, the difficulty is just on, yeh... right. If you said the game is unimpressive, you're right. But it's a game that I have missed feelings in this one. It is!

79

Hyper cute, James Pondish is the character in Mr. Tuff (or Ocean answer to Magellan) is headed your way. This is a pretty quality little platformer. It didn't knock my socks off but I found it very playable. It's better than most but with the happy, happy soundtrack I don't know if it's for me.

79

Ocean should have brought out this guy a long time ago. Think like Mega Man, Mr. Tuff uses a lot of power-ups and has a lot of special moves. The game is much longer, and much harder than Mr. Tuff was. I'm not saying it's a better game, but it's a game that I don't know if it's the best I've found. Detailed graphics and awesome gameplay make this a game to beat in the SNES platform arena.

87



MOTOCROSS CHAMPIONSHIP • SNES • SAGA • 16MBG • RACING • 12-PLAYER • AVAILABLE NOW

Super Motocross. Oh my gosh. I raced Motocross for seven years, and I ride a Honda in my own yard. I'm taking two shots. Here's the pros. You see all the double jumps... on my English! Pitch that bad boy, a small Alex, you hit people? And that's all right. And what is with the girls of you in the middle of the race (which have no helmets)... um a hat day? They cross MK tracks. Also, what is with the massive collisions at the start? This NEVER happens. OK, now the good stuff. This is an excellent two player game. It has impressive texture mapping, and it controls extremely well. Even with all the inaccuracies, it's still really fun to play. So turn off the music, grab a friend, and you will have fun. But Stadium Cross (where it is?) is all right.

79

Remember how exciting Exoticism was? Well the 32X is here and now you can do it all over again, except with Super Motocross, a game that is a great mix of racing and action. The control is very smooth, and the game is very addictive, especially in two player mode. I know I'll be back to Super Motocross, but I love it. I just want to see it!

79

Remember how exciting Exoticism was? Well the 32X is here and now you can do it all over again, except with Super Motocross, a game that is a great mix of racing and action. The control is very smooth, and the game is very addictive, especially in two player mode. I know I'll be back to Super Motocross, but I love it. I just want to see it!

88



MORTAL KOMBAT 2 • 32X • ACCLAIM • 16MBG • FIGHTING • 12-PLAYER • AVAILABLE NOW

Finally, a worthy version of MK that can hold its own in the 32X. Many thousands of excellent MK fans will not doubt revel in this new perfect port which includes every before seen update, and all the action you've come to know and love. It's also the first to show that it's the best of the best in the 32X.

90

Unlike the whole of America, I am not an MK fan. I will however admit that this is as close to the best of the best as you can get at this time. I'm sure that all of you MK fans (who probably think I'm just a cool guy) will jump for joy when you see this version. Maybe MKII will be my game.

89

It's hard to believe how good Super Motocross is on the 32X. The 32X is here and now you can do it all over again, except with Super Motocross, a game that is a great mix of racing and action. The control is very smooth, and the game is very addictive, especially in two player mode. I know I'll be back to Super Motocross, but I love it. I just want to see it!

95



METAL HEAD • SNES • SAGA • 16MBG • ACTION ADVENTURE • 1-PLAYER • AVAILABLE NOW

Metal Head is an excellent 32X game. It has multiple missions, it has a great story, and it has a great story. The frame rate is surprisingly fast, and your enemies get right in your face with intense precision. The mission never get boring, and the game is long and challenging enough for the seasoned pro. Nice!

90

Wow, the 32X can do some pretty 3D! Like the Genesis, I think that as time goes on this little system that, it will intensify steadily. MK is twice as good as anything else played on the 32X. I sold every CD quality sound but never the less this is an adventure well worth taking. Easily the best game of its kind!

89

It's hard to believe how good Super Motocross is on the 32X. The 32X is here and now you can do it all over again, except with Super Motocross, a game that is a great mix of racing and action. The control is very smooth, and the game is very addictive, especially in two player mode. I know I'll be back to Super Motocross, but I love it. I just want to see it!

94



RETURN FIRE • 32X • SILENT SOFTWARE • ACTION STRATEGY • 12-PLAYER • AVAILABLE NOW

At first I heard about Fire extremely late as I thought about leaving it everything in sight to perfectly match classical music. However, after seeing this for an extended amount of time, against the same background, I became more and more interested. Theoretically, the 2-player mode is better than that piece. After downloading the game, I found it a worthy investment.

85

Drive (or just type) around on a beat the crud out of anything that moves, while listening to classical music while in the background. What a great release Return Fire is. Strategy... minimal, carnage... abundant, and against a blend it's the Street Fighter 2 of war games! Pretty darn cool!

82

At first I heard about Fire extremely late as I thought about leaving it everything in sight to perfectly match classical music. However, after seeing this for an extended amount of time, against the same background, I became more and more interested. Theoretically, the 2-player mode is better than that piece. After downloading the game, I found it a worthy investment.

92





STREET FIGHTER II

Street Fighter II... a modern legend. With billions of dollars in profit and thousands of teenage fans, it was only a matter of time before Hollywood stepped in and destroyed it for us. Have you seen the Van Damme flick-o'-pain? Don't. For any Street Fighter fan, it's pure torture... Dhalsim's a scientist with hair, Chun-Li's a reporter, Cammy is hyper-thighs Locomotion chick and Blanka is a 12-year-old boy.

The film you see here, *Street Fighter II: The Animated Movie*, however, is every SFII fan's dream: True Japanese hyperkinetic joy action scenes, characters that actually look like their game counterparts, 30-frame-per-second animation and even a Chun-Li shower scene! The only problem: It's available exclusively in





Japan. Luckily, you can easily buy an imported laserdisc or video version, but the video is 16,000 Yen (\$160) and the LD is 7800 Yen (\$80.) The video is double the price of the disc because it's priced for rental, so unless you have an LD player you may be out of luck! Even if you wind up paying \$160 for it it'll be worth every cent: Nothing beats watching your favorite world warriors pounding each other in beautiful Japanese animation bliss.

The story's relatively simple: Vega (M.Bison in the US) is a big bad guy and Chun-Li, Guile, Ken and Ryu must stop him. There are various plot-twists along the way, but for the most part it's all action.

Unfortunately, most characters screen-time was cut extremely short: T.Hawk, Zangief, Blanka, Cammy, Dee Jay, M.Bison, (Balrog in the US) Dhalsim, and E.Honda's screen time were around five minutes each! My only other complaint is the fact that none of the actual game's music was used in the film.

If you can find this amazing movie, by all means buy it. If you're a Street Fighter fan, it's worth whatever price you pay for it. Sadly, no US release is planned, although I have heard that an American film and TV company has bought its rights... - Nick Rax



THE ADVENTURES OF MONITAU

AS YOU KNOW,
LAST EPISODE HAS
LED MONITAU,
POSTMEISTER, AND
KID FANTASTIC
UNDERGROUND TO
AN ENDLESS MAZE
OF CAVERNOUS
CHAMBERS. THEIR
QUEST FOR AN
EXIT MOMENTARILY
DELAYED.



GOOD THING
I FOUND THIS
GUN

THING
PACKS A
WALLOP!

CHON
WE'D BETTER
KEEP MOVING

I MEAN I GOT
WET HAIR. IT'S
ALL BREEZY
DOWN HERE,
AND I DON'T
WANT TO GET
A CHILL!

A BREEZE? THAT'S
GREAT! THAT MEANS
THERE'S A WAY OUT.
LET'S FIND OUT
WHERE IT'S COMING
FROM

SO THEY FOLLOW
KID FAN'S LEAD
UNTIL

WHOA!
CHECK OUT
THE RIG!

O.K. THINK
WE SHOULD
GO THIS WAY
AND WHAT TH

AND SO THE TRIO MARCHES ON...

HEY.
WHAT DID
YOU FIND?

I DON'T KNOW.
SOME KINDA
WEIRD ICON

H.M.P. LOOKS
LIKE A HUBCAP
OFF A LEXUS

THAT'S
REALLY
TERRIFIC.
BUT CAN WE
JUST GET
OUT OF HERE!
I DIDN'T GET
TO DRY MY HAIR
AFTER YOU GUYS
PULLED ME OUT
OF THE SHOWER

FIRST
LET'S FIND
A WAY
OUT OF
HERE

NOW HOW
DID THAT
TRUCK GET
INTO THE
SUB-LEVEL?

THE THREE CONTINUE ONWARD, BUT ONLY
GROW MORE CONFUSED AS THEY DO

WHAT'S WITH ALL
THESE CARS ALL OF
A SUDDEN?

HUH. ANOTHER
ONE SOMEONE'S
OUT TASTE.

LET'S WORRY ABOUT
THAT LATER AND JUST
KEEP FOLLOWING
THIS 'BREEZE'



THINGS SEEM GREAT WHEN SUDDENLY

ROARRRRRR

HOLEE!
WHAT IS THAT?!



CAN'T SEE! IT'S TOO BRIGHT!

AW JEEZ!
WHAT NOW?!

SKID?!

HEY GUYS, WHAT'S UPP?

SKREEEEEE

MAN, WE'VE BEEN WANDERING AROUND THIS CATACOMB FOR HOURS! HOW'D YOU GET HERE?!

CATACOMB? THIS IS THE PARKING GARAGE.

PARKING GARAGE? WHEN DID WE GET THAT PUT IN?!

WE'VE ALWAYS HAD IT. IT'S WHERE ALL US MAGAZINE PEOPLE PARK.

C'MON, I'LL SHOW YOU GUYS THE WAY UP

THANKS SKID

BY THE WAY, DID YOU GUYS MEET BOB THE PARKING ATTENDANT?

GALP!

UHHH... OOP!

ARM
Wolfgang

BRAIN DEAD 13



BrainDead 13 starring Fritz... a bizarre comedy horror action-adventure
IBM PC CD-ROM • 3DO • MAC CD-ROM • SEGA CD • MPEG CD-ROM



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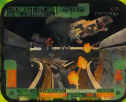
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I AME IT? CAN I LOCK AND I DINO SAURS+ YOU RE READ TH COME
BOOK NOW!! U CAN GET IT INSIDE--- COMIC BOOKS R-LITY
BASED ON WITHA GRAPHIC NOVEL WROTE ((MARK SCHULTZ))



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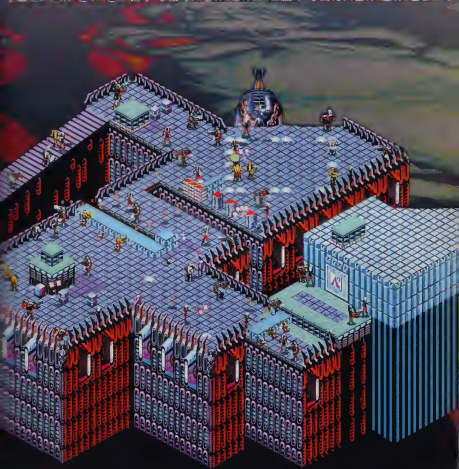
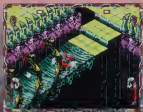
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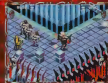
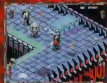
GENESIS • CORE
16-MEG
ACTION/ADV.
AVAILABLE FEB.





I already know what you're thinking... "This is Core, makers of such happy fun as Chuck Rock and Son of Chuck?" Like any good developer, Core Design is not satisfied standing still. They constantly break new ground in new genres, the best part being that every time they do... we win!

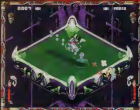
Core's first isometric action game for the Genesis (first over for period actually) is nothing short of brilliant! The



WELCOME TO THE SEWER, WHERE PLAYING CORPSES TRY TO BLOW OFF YOUR HEAD, WHILE NASTY BEASTS SOAP UNDER THE GOD. HAVE A NICE RIDE... SEE YOU AT THE BOTTOM.

game is programmed and drawn so well that it is hard to describe, and the gameplay is perfect. I've never played an ISO game with such superb collision detection. SK really gives you the feeling that you're looking into their world.

Who are 'they' you ask? They are Joint, Rih, and Spine... the Skeleton Krew. Mission: kill Kedeever (a wickedly evil foe) dead, so he don't come back no mo'. Along the hubbiling, slime laden way, you'll blow apart countless creatures, take out chunks of the background, battle huge bosses, traverse slime filled elevators, and even get to some jumping. The adventure is totally non-linear and the action never stops! This is the stuff Play on the more difficult set-



WIMMING LIKE A STROLL THROUGH A SEWER (BUT IF THE TENDRIL DOESN'T KILL YOU, YOU MIGHT JUST MAKE IT TO THE PLATFORMS WHERE SLIMY ROOMS AWAIT THE VERY SIGHT OF YOUR FLESHLESS HEAD.

ings and witness hordes of enemies on screen with no flitch! SK is 16-bit at its very best. The control over the characters is perfect. You can hold and rotate your upper body, lock in place, or just go free and get in the enemy's face. Each Krew member has a pounding

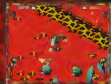
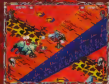
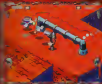




WELCOME TO MARS, A DELISH PLANET ALIVE WITH RAGING FIRE AND FIRE SPITTING PODS. WATCH OUT FOR SCORCHING HOT STEAM. EYEN BONES GURNI!

please gun nad can hert forth powerful little bombs to tokn out crustys on the ground. Oh, by the way, the music and sound effects... quality. Eerin, moody tunes set the tone on grunsom.

I'd really like to see these characters catch on and eventually

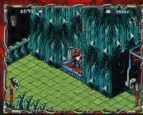


CONGRATULATIONS, YOU'VE MADE IT TO VENUS. UNFORTUNATELY, TWICE AS MANY CREATURES WANT YOU TWICE AS DEAD. BLOW UP THE PESTERING PODS AND PRAY FOR THE EXIT.

make their way to 32-bit. This will surely be a hit on Genesis. Personally, I've grown quite attached to Jaiin. He may be an noly suckin, but he can dish out major carnage and take tons of punishment. I wonder if he even cares? After all, he's already dead. Bay this game, -E. Storm



FINALLY, KADAVER'S LAIR. IF YOU CAN GET TO HIM, LET ALONE KILL HIM, THE FUN IS JUST BEGINNING...



BEYOND OASIS

SEGA • 24-MEG
AVAIL. NOW
REVIEW



Can you believe it? Sega of America is releasing an adventure/RPG! This is a pretty startling decision from a company that had zero RPGs (besides this, of course) in the works or sat for release, as witnessed at the recent WCES. And, according to a "friend" at SOA back at the SCES, "It was either Ragnacenty or Story of Thor - we think we're going to go with Thor." Ragnacenty became Crusader of Canty from Atlus, while Story of Thor became this 24-Meg SOA wonder, Beyond Oasis!

And a wise decision it was on Sega's part to release this game instead - while Canty was a rather short, cartoony romp through a less-than-challenging world, Oasis is a true gem!

Since the story was pretty much thoroughly explained in last month's preview, I'll just briefly summarize it: You take the role of Ali, a prince who, one day while searching a cave, stumbles across a chest which contained an artifact that told him the story of the Golden and Silver Armlets. These artifacts possess great power, having belonged, at one time, to two omnipotent magicians. However, the Silver Armlet has recently been unearthed and is being used for wicked purposes by a villain with the monicker of, aptly enough, "Silver Armlet." Obviously, Ali's got to stop Silver Armlet at all costs and, with the power of several magical, elemental helpers that Ali finds throughout his travels in the Kingdom of Oasis, recover the golden armlet's sister artifact!

However, the task of finding this "Silver Armlet" isn't easy. Ali has to travel from one end of the kingdom to

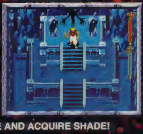
LAST ISSUE



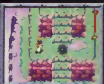
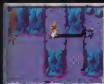
THE SILVER ARMLET?



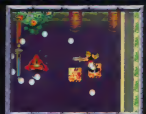
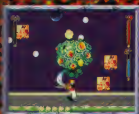
PROCEED NORTHEAST UNTIL YOU REACH THE CAVE ENTRANCE...



DEFEAT THE FIRE DRAKE AND ACQUIRE SHADE!



USE SHADE'S ABILITY TO ESCAPE AND HEAD WEST UNTIL YOU SEE THE WISE MAN.



IF YOU HAVE AN ATOM BOW, STAND DIRECTLY UNDERNEATH THE MAGE AND SHOOT!



DEFEAT HIM AND ACQUIRE BAUI

another, visiting dark temples and fighting off hordes of monsters. Along the way, you'll be witness to an incredible countryside where you can walk under bridges, to discover hidden secrets, visit a beautiful and ornate castle, and trample through the windy reaches of a continent high in the clouds. But Ali's wandering needn't be clueless, as with the touch of a button a map of Doric can be brought up on-screen, displaying a marker on the location that Ali is to go next. The Kingdom can seem quite daunting to its size; however, the bulk of the quest lies not in wandering through towns (There are less towns in the game than there are toes on my left foot: Which is to say, less than six.), but in fighting through the subterranean passageways of temples and the heights of castles.



HEAD BACK TO THE CASTLE AND GO SOUTH TO THE PIER



USE THE UNDERGROUND ENTRANCE TO SNEAK INTO THE CASTLE



And it's in these parts that the game truly shines through: Whereas *Crusader of Centy* contained some puzzles that in fact did stump my dog for a few minutes, *Beyond Oasis* rocks by providing extremely well thought-out dungeon design, an aspect of adventure games that requires a certain finesse that, previously, only *Zelda III* and *LandStalker* have truly possessed. Switches, buttons and locked doors constitute the obstacles you'll encounter in the dungeons, but Waterfalls, bottomless pits, giant boulders, jabbing spikes and firetraps are also worked throughout. This may seem like the normal "good" adventure game fare until you see how effectively meshed-in with the dungeons' environments they are.

And of course, there are plenty of monsters to fight. And I don't mean the basic rabid slaves or growth-stunted orcs - the enemies in *BO* are truly bad-ass! You'll face menacing, Climax-style armored guards equipped to the teeth with weapons. Zombies whose torsos continue to attack even after they've been cut in half, and ogres that seem to spaz out in a

HEAD EAST FROM THE CASTLE.



IS THIS THE END?!



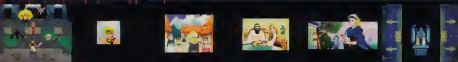


horrrendous "roid rage" - not to mention the bosses - Oh the bosses! What Thrills! (The Fire Drake, one of the early bosses in the game totally outclasses the final dragon in LandStalker!) All of these creatures have been given truly challenging AI; you'll be grabbed, combed, slashed - and if you're not careful, you'll be given a little of the ogre love that no one wants to face! So, in order to prevent this wicked predicament, you'd best make use of the plethora of attack moves that Ali can use! Besides the typical slash, dash, and jump, you've got the ability to do a 360-slash with a twirl of the control pad, a rapid kick by going all-out on the attack button, and a super-cool flip-slash by pressing forward, back, forward, attack, all of which are animated in an incredibly smooth fashion, especially with a 6-button pad. But when super moves just can't finish the job, Ali can use, in place of his standard "ALT KNIFE" one of several fab weapons that can be picked up along the way, like "ATM BOW" and the nasty bomb "HYPER"; the only problem is that each special weapon has a limited number of uses before it's kaput.

But don't think the gameplay technique ends with simply pushing buttons in a cove or kicking around some undead carcaasses. Those magical helpers I talked about sure come in handy; alot more than POCHI did, that's for sure! By blasting a specific surface or magical obelisk with power from the Golden Armlet, Ali can summon up one of four spirits that, besides basic attack abilities, have unique powers: Dylio, the water sprite, can extinguish fires; Efreel, the fire djinni, will destroy blocks of ice and light campfires and torches; Shade, the shadow ghost, can reach out and grab items that seemed unobtainable, and let Ali enter transcendental meditation; Bow, (rhymes with "Woo") the Audrey II lookalike, can crash through barred doors and burrow under the earth!

Of course, the graphics are outstanding (even though the colors can sometimes be a little washed out), as you can tell from these pictures. And as for the sound, well... 'tis the fiew of this dusky jewel: What I've feared is true - Yuzo Koshiro has attained the rank of "nothing special..." The Revenge of Shinobi and ActRaiser days are but a memory. Although the sound quality is good for this Genesis, the composition is schrecklich; except for one song that's reminiscent of the Taxi Driver theme, it seems like the notes are scattered about at random: No arranged CD soundtrack will help this score.

But, where Mr. Koshiro is beginning to lack in composition, he makes up for tenfold in game design! Yap, game design: This first-time effort at design by Yuzo is, as this review plainly shows, awesome! Perhaps a new horizon beckons? I hope so - Beyond Oasis is definitely one of the best adventure games ever! -Evilights





BC RACERS

SEGA CD
REVIEW
AVAILABLE FROM
1-2 PLAYER

ANOTHER FINE
GAME FROM:

CORE
DESIGN



Can this be? Can we finally go out and purchase this prehistoric game of joy, complete with BC lawnmowers and hooters if plenty? Why yes, we can. Core's BC Racers is available now, and it's the pinnacle of racing games for the Sega-CD. The game starts out with a great Core-tune, as the participants head for the race. From there it's on to the character select screen where you'll rotate the players in search of the perfect racing/hurling team (I found Cliff and Roxy the most balanced).

Now it's time to hit the dirt, and snow, and swamps and so on... BC Racers takes place on six different tracks (the tracks change to the difficulty level increases) of the coolest tracks this side of Jurassic Park. From start to finish they're loaded with gobs of track side fun, from gas stations and used car dealers, to animated fire pits and raging tornadoes. There's even crowds of scantily clothed cave babes waiting for a glimpse of your shining machines. I know this sounds mean but... hit them at least once! In the midst of all this fun is smooth scaling and ultra fun gameplay. You can even switch views on the fly! Don't fart around too much though you've got to keep an eye on the competition... if they get near ya', they're almost certainly gonna' crack a head on yer molen.

In the event that this happens infrequently (i.e. you suck) make sure to pass through the giant sized chicken legs located at the left of each starting line. You'll also collect one turbo blast each time you pass here. If you feel the need, you can even play BC Racers with a friend, one driver, and one lights off the competition. I wouldn't know how fun this is because I hogged this game the whole issue.



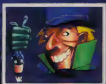


TRACKSIDE TROUBLE

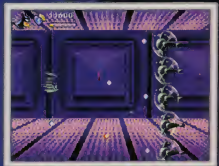


In the music dept. BC is heavy on those ooga-bonga bonga tunes found in Core's other BC adventures. Needless to say, they fit the game well and may cause those around you to do a little jig. So there you have it. Once again Core has mixed out the Sega CD's potential and come up with a first class game. But if you think this is good stuff, wait until you see the 32X version! It is completely off-the-scales amazing! So we'll have more BC Racers (32X) in the months to come. -E. Storm





Prepare for battle against Gotham City's most ruthless criminals!



**GENESIS - SEGA
16MEG
ACTION/ADV.
AVAILABLE MAY**

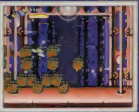
Every so often, a Genesis game pops out that makes us stand back and ask ourselves: Is there an end to what this six year old hardware can do? *Batman and Robin* is one of those games!

Our latest milestone features the amazing vertical sequence shown here, which includes incredible warping graphics and huge explosions, along with a more complicated shooting sequence. The shooting portions of this game are unbelievable with line scrolling buildings all the way to street level, where cars are actually moving! Jet pods have also been added to the shooting sequences. The Mad Matter stage is





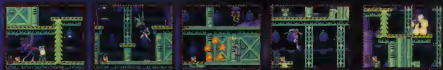
also starting to come together, with rotating tea cups, and a mind blowing warping table top. Literally every level of this game has some type of killer effect in it. What's even more amazing is that Batman and Robin is a two player simultaneous game! In the one player mode you can play as either Batman or Robin.



The release date for Batman and Robin has been pushed to May (games like this take many painstaking hours to complete), so we thought we'd give you one more look until we review the game. I'll tell you one thing, if you think 10-bit is fading fast, think again! This is just one of many incredible Genesis games slated for '93.

-C STORM





I really didn't find the first X-Men game that exciting. The detail was there, but the gameplay seemed a tad, well, stiff. Nevertheless, the thing was a blockbuster. Many thousands of people really like the X-Men. I am slowly becoming one of those people. Not only is there a phenomenal new coin-op out there, but now there is a truly 'next generation' Genesis game as well. This sequel goes where a surprising amount of Genesis games have recently visited, a realm where the Genesis hardware is once again taxed with brilliant results. The 68000 has certainly provided many years of joy.

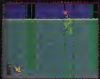


The game starts out movie style, dropping you right in to the action, similar to a Bond film. That's right, no messy title screen to block your joy, not at first. X-Men 2: The Clone Wars, puts you in control of either The Beast, Psylocke, Cyclops, Wolverine, Night Crawler, or Gambit. Die, and you can retry with any one. Of course, each character has his or her own unique abilities, which you will have to match to the ever changing field of play. That is the essence of the game, finding the character that best suits your style of play, in the level that you are playing. To say the least, the game is overflowing with diversity and play mechanics. Fortunately, it is also loaded with hyper detailed scrolling backgrounds, flawless art, and eye popping effects, guests that didn't show up for the first party. Even after dialing in your cast of mutants, get ready for a monumental challenge. If there is one thing this game is not, it's easy. It's not insanely difficult in execution, it's simply a matter of learning enemies attack patterns and the fastest way to the exit, like any good platformer. The music in Clone Wars is only average to my ears, having experienced the recent blissfulness of CV Bloodlines and EWW, but those who actually like those Trademark SOA tunes will probably find it really good. This is without a doubt a quality title in every way and further reason to pursue the 16-bit market vigorously in the month's to come. Tekahera



X-MEN 2





1 PLAYER PROFILE



PUNISHER

GENE: FRANK CASTLE
FEVERY U.S. IMPORT
CAPCOM-



2 PLAYER PROFILE

RICK FURY

NAME: RICK FURY
AN AGENT FOR
F.B.I. & C.I.A.



One of my favorite arcade action fighting games is coming to the Sega Genesis. It all started with Final Fight. FF was a game that (like Street Fighter II) rejuvenated its genre. Based on Capcom's (at that time, brand new) CPS I hardware, Final Fight inspired many other side-scrolling action/fighting games, from Sega's exceptional Streets of Rage, to Capcom's own award winning Captain Commando. Flash forward to 1993-Capcom introduces its second generation 16-bit arcade hardware, CPS II. In preparation for its (at that time) upcoming Super Street Fighter II, Capcom introduces 2 new CPS II games: Dynasty Wars II in Japan (to be later released as Warriors of Fate in America) and The Punisher here in the U.S. The arcade Punisher proved to be everything I dreamed it to be a traditional Final Fight-style game.

Now, it's 1995 and Capcom has translated the game over to the Genesis. This version has almost all the features of its coin-up sibling, two players simultaneously, all the levels of the arcade game, cool bosses, and unusual enemies. Although the Genesis version of Punisher has some of the violence and carnage of the arcade game, there are a few unusual omissions. For one, there is no sparring blood anywhere to be found, and after you defeat the boss in level 1 and question him (at gunpoint) about the whereabouts of the other bad guys, you no longer blow him away. You instead throw him off the screen. After seeing the blood and fatalities in

NK and the vomit and electrocutions in Capcom's own SPZ for the Genesis, the clean cut approach to Punisher (Capcom's most violent game) caught me off guard. There is also a noticeable lack of animation, color and detail in this obvious U.S. programmed part of the game. Why Capcom decided to make this one here, I do not know. However, if you are like me, and want to play this game at home, without spending all your arcade tokens, then this is the only game in town.-KLEE



THE PUNISHER

GENESIS+CAPCOM
16MEG
ACTION ARCADE
AVAILABLE MARCH

GENESIS REVIEW



The Punisher has caused no enough damage!



IT'S THE WARLOCK'S JOB TO COLLECT SIX ANCIENT DRUID RUNESTONES...IT'S YOUR JOB TO STOP HIM.

WARLOCK



Hey, isn't that the guy who put the girl in the box? That ain't right. One of Acclaim's most recent forays into the cine-ma genre is Trimark's 'destined for cable' cult thriller, Warlock. It's the Warlock's job to collect six ancient druid

runestones scattered throughout time and several continents. If he succeeds, he will have the ultimate power to destroy everything that is. That would suck. It's your job (as the guy with the controller) to stop him.

Honestly, Warlock is quite good, in fact, all of Acclaim's new movie titles really impressed me at the recent Las Vegas CES. Besides having excellent graphics and smooth animation, the game is loaded with strategy. There are switches to throw, puzzles to solve, and a wide variety of nicely animated spells to use. It's quite the non-linear action fest. The soundtrack is also quite good and features very clear sampling. A password feature is also on tap. We'll review Warlock next month along with the Genesis versions of True Lies and Stargate. Acclaim is making the games as good as the movies! -Tokeham

GENESIS - ACCLAIM
16-MEG
ACTION/ADV.
AVAILABLE FEB.





Play as Wile E. and chase down the ultimate snack, the Roadrunner. Use these high quality Acme gadgets, and you just might survive the chase!



GENESIS • SEGA
BMES
ACTION/PLATFORM
AVAILABLE NOW

I'm the first one to shudder at the mention of a Warner Bros. game. So many of them have had floppy control and poor gameplay that I have become just a little gun shy. Enter Blue Sky, makers of such blues as *Ron & Stimpy*, *Stimpy's Invention*, and *Ecco the Dolphin*. They have managed to create a truly original and authentic reproduction of the greatest chase in the history of cartoons, the Roadrunner vs. Wile E. Coyote.

Become the hunted or the hunter and just have a blast. The animation, sound effects, and music fit like year old Nikes and the graphics are drawn to utter perfection. I can't believe what the right developers can do with an 8-meg cart! Don't let this one fly by!

DESERT DEMOLITION



Play as the Roadrunner and laugh your butt off as Wile E. gets worked trying to catch you. He's got Acme stuff...oooh I'm so scared.



IT'LL NEVER FIX

GENESIS
REVIEW

GENESIS • ACCLAIM
24-MED
ARCADE
AVAIL. FEBRUARY

YEAH SAYS WHITE MEN CAN'T JUMP



NO MONEY NO MONEY NO MONEY!

He's up, he jams it in. One of the most successful arcade games of all time, and one of the fastest selling home conversions ever, is getting an overhaul. NBA JAM Tournament Edition got fire to the arcade charts in 1994. Now, the league at Acclaim are presenting us with a 24 meg ball-sequel to the cult of B-ball game on the Genesis. I consider NBA JAM:TE a 1/2-sequel to NBA JAM: the game way I consider Super SF2 a 1/2-sequel to SF2. The game has much more play options and better gameplay, plus, it is refined to a tee, but an actual sequel it is not. If the word REGASH comes to mind, fear not! NBA JAM:TE has new slam dunks, new sound samples, new team rosters, a new tournament mode, new power-ups, new improved gameplay, faster play speed, tons of new tricks and codes, and even more new Nodan stuff! In fact, if not for the similar graphics, sounds and basic controls, Acclaim would've been forced to label this game NBA JAM 2. As it stands, even the most skeptical JAM fan wouldn't dare call this game a rehash after he/she sat down and played TE for a few minutes; this is the good stuff, but better! K. LEG



GOHLOWLOOF HQTHOP

SHE MAKE ME SCHNAPET

"He used to be
such a good boy."

Kirby's back with
a couple of real
brutes for
Super NES.

Sad... One day
you're cute 'n
cuddly. The next,
you're burying
your opponents and
spitting on your
enemies. Who's to
blame? Bad parent-
ing? One too many
sitcoms? Either
way, the **mutant**
marshmallow is



METRO
POLICE DEPT
K8746094



now on 16-bit in two games. So prepare to
toasted. **Kirby's Avalanche™**: The chain-
reaction puzzle game where saving your skin
means burying your
opponent in boulders.



Connect blocks on your side, then watch your bud get

Then facing some of the nastiest
names in the business—like Waddle Dee and Squishy.

OK, so "The Mangler" and "Scarface" they ain't.)




© 1995 Nintendo of America Inc.
Kirby's Avalanche and Super Nintendo Entertainment System are trademarks of Nintendo of America Inc.



Kirby's Dream

Course™: Trip to



a whole 'nother dimension. Is it a miniature golf? Is it a wacky obsta-

 cle course? Yes! Add



mayhem and, "Voilà!"

Hey look, 3-D without the stupid glasses.

—eight

3-D landscapes with

eight courses each to bop around in. There's even a hidden bonus level (if you're really good).

Yes, **His Flabbiness** is back in two new games for SNES. And this time he's here to separate the men from the cream puffs.

Only For

SUPER NINTENDO
 ENTERTAINMENT SYSTEM

PLAY
 IT
 LOUD™



SUPER TURRICAN

2



SNES • OCEAN • ACTION
16 MEG • AVAILABLE MARCH

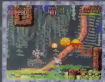


Ocean is set to bring out yet another phenomenal SNES game. The long awaited sequel to Super Turrican, aptly named Super Turrican 2, is finally here, and are you in for a shock! The graphics in ST2 are, quite literally, astonishing. The SNES' scrolling, Mode 7, and music capabilities are fully



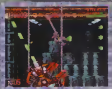
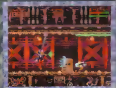
taxed. This is what a true SNES game is supposed to look like!

Several power-ups can be collected and powered up, like the Spread Shot, Laser, Flame Shot, and Rebound. Try not to get stuck with the Flame Shot, it can't be fired rapidly.



Climbing and swinging from ledges is executed by using the grappling arm. This play mechanic is reminiscent of "Bionic Commando" - but it works even better here, as much of the game relies on proper execution of this play mechanic. Rather than providing Turrican with the standard horizontal shooting, the designers have outfitted him with an ultra cool, rotating





freeze laser. This renders enemies helpless while you position yourself for the kill. Has it been awhile since

you've heard a quality third party SNES soundtrack, reminiscent of those great Super Famicom games of old? Well, here too, Super Turrican delivers, with a meaty soundtrack that lends itself perfectly to each of Turrican's many areas.

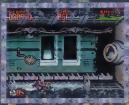
The intermissions in ST are impressive little CG snippets complete with a touch of animation. In fact all of the attract screens are worth waiting for. The creators of ST were obviously granted a





video game hell after two dreadful Genesis games. After the amazing Mega Turrican on Genesis and now this Turrican is sure to be a mainstay among the platform elite!

-TAKAHARA



Unfettered evil force has awakened, a feeling of impending doom has entered the cold night air. Once even the six "Druid Runestones" with the sole purpose of using them to call forth the power of evil. It is now up to you, a modern druid master, to defeat the Wariock, save your ancestors' souls and restore peace and tranquility to all of mankind!.....no worries.....

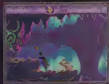
Welcome to the world of Wariock, K&W/Neoline's latest offering. Programmed by Neoline Associates, Wariock on the SNES represents new standard action/platformer fare. The main character has the ability to cast various magic spells ranging from minor bombs which can destroy enemies on screen, to the newer spell which creates level hidden objects and pathways. The favorite feature in this game is your orb companion. If there is an enemy you want to hit, or an item you want to collect that is too far above or below you, presto-change, you can let your magic orb do the deed. You also have the ability to throw a projectile horizontally and diagonally. Throughout each of the 7 levels, you will encounter a vast assortment of both menacing bats, birds, ghosts, ghouls, gnomes, hell hounds and gnomes placed in new ways, to make your quest all the more difficult. Even, we will take further into Wariock, until then, here's a few screens about the new evil. -SC&S2



WARIOCK



SNES • ACCLAIM
16MEG
ACTION/ADVENTURE
AVAILABLE MARCH



FIND THE SIX LOST DRUID RUNESTONES... OR PERISH!





The game opens just like the movie...



once you're cover is blown, the action starts!



You undoubtedly saw the flick, now it's time to play the game. Yes, the bliss of playing a game as Arnold S., with T. Arnold as your side kick, is now right at your finger tips. One word of warning though, if you don't like the red stuff, you need not apply. Nintendo said "play it loud" and Acclaim said, alrighty then! This game spurts and squirts as enemies buckle and croak at your feet, it's just the coolest.

SNES
PREVIEW

SNES • ACCLAIM
ACTION/ADV. • 16 MEG
AVAILABLE MARCH

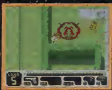
Cool layout huh?

I'm telling you



TRUE LIES

The gameplay is pure, non-stop overhead mayhem, but it is both non-repetitive and non-linear. You don't just defeat the enemies in each level, you have to find your way out! This is often times extremely difficult, as a varied assortment of enemies, using several different types of weapons, are closing in at all times. You won't rush through this one, angling your shots and maneuvering perfectly are a must for survival. On the bright side, once you roast an enemy, he stays dead! Sprites do not reappear... brovot! The



graphics in TL are extremely detailed, the brawny little Arnold character is drawn and animated very nicely, and Tom is along for the whole ride. In other words, True Lies lives up to its license. We'll have a review (like we just didn't) next month. -Mr. Goo



Harry battles to stop delivery of a major arms shipment.



TIME COP



SNES • JVC
16MEG
ACTION
AVAILABLE MARCH

SNES
PREVIEW

Time Cop, Jean Claude Van-Damme's big budget action thriller, is making it's motion picture to video game transition, courtesy of JVC. The evil Professor Hanks Kleindast is again attempting to harness the power of time travel through technology. Naturally, it's up to Max Walker (that's you) to put an end to Kleindast's ambitious plans and make certain the power of time travel will never be misused again. Jean Claude and co. are completely digitized, which adds to the overall realism of the game. Besides this main feature, Time Cop is your basic side-scrolling, kick and punch action game, where you run through each level annihilating everything and everyone standing in your way. The main objective seems to be: kick bad guys, grab all icons, race against the clock and find the exit. The main character also has the ability to shoot his pistol and use his super bomb, which comes in handy anytime the action gets a little too hot and heavy. The music is derived from the movie but has unfortunately been video game-ized, and the results are not all that impressive. Time Cop is an unfinished game as we go to press, so a full blown review will have to wait until next time.

KLEE



BUST-A-MOVE

SNES • TAITO
PUZZLE • 4-MEG
AVAILABLE NOW

SNES
PREVIEW

25EC
30000PTS



As many of you know, I am not a huge fan of puzzle games. In fact, I think that the only puzzle game I've ever truly enjoyed as much as, say, a good RPG or fighter was *Puyo Puyo*/Mean Bean Machine... until now. The perfect puzzler has finally arrived, one that even non-puzzle heads like myself can really get into. Why? The game moves at a much faster (even shoddy game-bro) pace than regular puzzlers, not to the same that blocks fall faster or anything, but because of the game's basic concept.

In *Bust-A-Move* (revisited from the Japanese original, *Puzzle Bobble*) you fire multicolored bubbles at bubbles of the same color in the field above you. By matching three or more bubbles, they pop. Of course, the object is to pop as the bubbles, leaving you with a clean floor. "BOOM!" you may be thinking, "Too much fun for me!" So wait... there's more! Several power-ups are available, like *Bubble Bubble*, like lightning bubbles that shoot from right to left, destroying all the bubbles in its path, and *Level Bubbles* that react to match the same way but fall from top to bottom. Another major strategic factor in *Bust-A-Move* is the bombing of your bubbles off the wall to achieve the perfect score needed for that multi-bubble combo counts.

If you're a puzzle fan, by all means pick this one up immediately - it's one of the best games the genre's ever had. To use the clichéd puzzle game word "addictive" would be a major understatement. Even if you're not a puzzle fan, you'll probably really enjoy *Bust-A-Move*, especially in the 3P mode... it's like a *Wendy* man's *SFL*. Great job, Taito, except for the game... *gah!* Now I'm ready for the NeoGeo version! -Rick Rux





Here he is again, that Super steel, hyper little robo masher, Mr. Tuff. It's far in the future... way far. The Earth gets so polluted and grossed out, the humans leave! It seems they've finally found another planet to pave. Well, to make a short story short, they leave behind all the little house droids to fend for themselves. Not unlike the human race, it isn't long before a band of bad-ass little military droids decide to take over... Mr. Tuff 'ain't buyin'! Although Mr. Tuff is an intense little thrasher, the game itself lends itself towards all ages, with its happy music and often times, hyper-cute graphics. On the flip side, Mr. Tuff has plenty of hard core platform elements as well, providing more than enough challenges for even the most demanding gamer.

Mr. Tuff can find all sorts of gizmos to equip his powerful arm, like huge drills,

laser cannons, and saw blades. He'll also drive anything with wheels, cruise the hover board, and aim flaming helmet cannons to his big metal head. So, he 'ain't all that cute! The bosses in Mr. Tuff are a hazardous bunch of droids, indeed, and most require major patterns to defeat. The levels in Mr. Tuff vary in size, and are almost always packed with hidden power-ups, med. kits, and one-ups; the only catch is that you 'ain't got all day to find 'em. The levels in Mr. Tuff are tied, that's the only real flaw in the game. Graphically, as you can see, the game is drawn and detailed very well, including the nifty little intro when you flip up Mr. Tuff. There's some quality here, no doubt about it, but it's an acquired taste. Basically, if you like what you see and lean towards platformers, this cool little game will almost certainly provide you with many hours of hopping, bounding and noggin knocking! — Mr. Goo



Kitty Litter!



WHAT A SHOCK!



SPLIT PERSONALITY!!



ONE SHISH KABOB,
COMIN' UP!



IS THIS LOADED?



They fight, and bite, they fight and bite and fight!

Get ready as Ichy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers.

There's more than one way to skin a cat...

So, are you mouse enough!!!!?



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Acclaim
GAMES

pinball

FANTASIES

**A FLIPPIN'
GOOD TIME!**



**4 different
& challenging
tables!**

**Authentic
sound
track!**

**Multiple
table
settings!**

**Top 4
scores
for each
table are
saved!**

**Unlimited
hours of
game play!**

**Up to 8
players
can play!**

**WARNING:
One game
will not be
enough!**

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CWEST

SPINROBOT

21

JAGUAR

DO THE MATH

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INTERACTIVE MULTIMEDIA SYSTEM

SATURN • 32X • JAGUAR • 3DO • ULTRA-64 • PC-2 • PC-FX • SMD-110 • PLAYSTATION

THE FAN 32

PLAYSTATION:

TON MAM DEN
MOVIE TOON GP
KLEEF THE BLOOD
ARC THE LAD

SEGA SATURN:

VICTORY GOAL
VIRTUAL RACING
POWER DRAGON

SEGA 32X:

KNUCKLES CHARGE
LITTLE NERF
PHOTOGRAPH CHAMPIONSHIP
TYMO

3DO:

THE 3DO MEGA-HIT
THE 3DO MEGA-HIT
THE 3DO MEGA-HIT

PC-FX:

THE 3DO MEGA-HIT
THE 3DO MEGA-HIT
THE 3DO MEGA-HIT

ATARI JAGUAR:

THE 3DO MEGA-HIT
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EDITORIAL ZONE

In my opinion, specs matter little... remember, my favorite system is the PC-Engine duo, as the specialist here at GF. It is my duty to inform you of the technical advantages and disadvantages of the real-gee systems that will soon be (or already have been) released. The machines I'll be concentrating on are the Sega Saturn, Sony PlayStation, NEC PC-FX and Nintendo's Ultra-64.

Let's begin with processing speed. If Nintendo's claims hold true, then their Ultra-64 is without a doubt the fastest, clocking in at 160MHz... the speed of a \$2500 Pentium PC. Next is Sony's PlayStation, with a processing speed of 33.8 MHz, followed by Saturn at 27.5 (Although the system does contain two 6MHz RISC CPUs, running separately and the FX at 21.5 MHz. To contrast, the SNES runs at 3.58 MHz and the Genesis at 7.14.

Now for everyone's favorite spec: polygons. The leader of the pack in this area is the PlayStation, capable of 1.5 million flat-shaded (one color) polygons and 360,000 texture-mapped, light-sourced, Gouraud-shaded, and depth-sorted polygons. Next is preliminary specs, the Ultra-64 is capable of 100,000 texture-mapped polygons, but a number of other techniques are employed to make these appear much smoother, such as ray-tracing, "bi-linear mipmap interpolation" and anti-aliasing. Sega is silent on the Saturn's polygon capabilities, but we can hazard an educated guess: it is a fact that Daytona USA on the Saturn displays 2,000 polygons per frame. There are thirty frames per second for this particular game, so the number may be somewhere around 60,000, texture-mapped. The FX has no hardware specifically for the generation of polygons, but NEC has assured us that the FX's software polygon generation techniques are powerful enough to produce impressive 3-D... we shall see.

Now for 2-D capabilities. The Saturn and FX are arguably the leaders in this arena, with the Ultra, of course, far on top. If Nintendo's claims prove true, Saturn's 2-D hardware consists of 5 hardware parallel backgrounds, 4 X/Y scrolls (disposable) and 2 "rotary scrolls." The PC-FX has a total of six parallel scrolls as well as calligraphic and priority effects. The PlayStation is the only system three enough to come right out and say how many scrolls it's capable of: 4,000, ranging anywhere from 4x4 to 64x64 dots. A direct quote from Sony Computer Entertainment of Japan, as reported in PlayStation Magazine, is "In a shooting game, we could have 200 to 300 average-sized enemies on-screen with no slowdown or flicker." The amount of parallel scrolls available on the PS, unfortunately, is not known.

Next up are the sound capabilities of each system. The Ultra, once again, reigns supreme in this category if Nintendo's claims are true: 64 sound channels with a sampling rate of 64,192Hz. Personally, I can't imagine this 32-channel DSP synthesizers with the main sound chip of the Saturn, the Yamaha YSP9000, cost hundreds of dollars. The PlayStation has 24 sound channels with a 16-bit DSP and the FX has 2 ADPCM channels with six channels available for stereo samples - similar to the SNES' 8-channel sound chip.

Last but not least is each system's amount of RAM and specialized hardware that doesn't seem to fit into any one area. Let's begin with the Saturn. Here we have a total of 36 Megabits of RAM, as well as hardware line and cell-controllers. The PlayStation has 28 Megabits of RAM. JPEG image compression as well as full-screen, full-color video playback (unfortunately N64) with a total of 74 minutes of video on one CD... but that's one WHOLE CD, without any game program. The PC-FX, which has 26 Megabits of RAM, features three expansion ports: One for RAM, one for S-RAM, and one direct hardware upgrade port. All three ports are housed within the system, so any upgrades will fit snugly into the machine, out of sight. Also available is JPEG compression and full-screen, full-color, 30 frame-per-second (the same as a television broadcast) video. The FX can also read Kotler Photo CD's. The Ultra's custom hardware is unknown at this point.

So there you have it. What have we learned? The Saturn and FX are the 2-D systems, the PlayStation is the 3-D system and the Ultra is the everything system if the advance specs we've received stay as they are. My only Ultra concern is this: CANNIBALISM? Why? They're WAAAAAY more expensive to produce, take ten times longer than CD's to manufacture, store far less information than CD's, and third parties have "own, Nintendo DS&C claim, however, a 180-1 compression rate which would result in 400 Megabytes being crammed onto a 64-Megabit cartridge. This is utterly impossible, though... that's like taking the entire text of this article and reducing it to the size of this sentence. It just isn't gonna happen. What are you going to do with 100,000 polygons per second and 64 sound channels if you don't have anywhere to store enough information to utilize them? At any rate, thanks for sitting through all this, and hopefully my ranting will help you in making your decisions. Remember, though, specs mean little - it all comes down to excellent programming, game design, and artistry. Now returning to your regularly scheduled magazine...

-Rick Bak

TEAM GF 32

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SOFT BANK

GAME YOU

AM2

TERRY TANG



TOM SHIM DEN
PG. 80



VICTORY GOAL
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MORTAL KOMBAT II



**32X • ACCLAIM
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AVAILABLE NOW**



Mortal Kombat II is going 32-Mc on Sega's 32X, courtesy of Acclaim Entertainment, Inc. If you get right to the point in one corner, you have Mileena's evil-cry software, and in the other, you've got Sega's 32X hardware. Combined, are the two a marriage made in heaven?

Answer—absolutely, positively, yes! Overall, MKII on the 32X is the best home version of the arcade smash hit yet.

Back when Mortal Kombat was first released in 1993, Sega had the better version on the 16-Mc Genesis. That game had all the color-of-a-Mood and fatalities which were deleted from the SNES, plus it had better and more instinctive player control. The Genesis version outdid the SNES version 5 to 1: Round 1—Sega! In 1994, Acclaim released the never-Mortal Kombat II for all the systems, but this time, things were different. Nintendo's removal game content policy meant that all the blood and gore from the arcade game could be (and was) included in both the SNES and Genesis games this time around. Being rare that Nintendo was on even ground with Sega, Acclaim saw fit to brighten up the player's night, program the game in 256 colors, include all the sound samples from the arcade title, and

stuffed in all the fatalities, babyfaces and friendships in the SNES version—plus skyrocketed Round 2—Mileena!

It is now the final round. Sega got the jump on Nintendo by releasing their first 32-Mc system in time for Christmas '94. The Ultra-64 is nowhere in sight, and even when it does come to market later in 1995, MK II, not MK II, will be a factor on the big "N's 64-bit monster. And that's not taking Sony's Playstation and possibly Sega's Saturn into account. Another big battle seems to be looming.

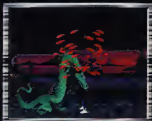


But that will be then, and this is now. I have conquered the 32X MK II, and I'm here to say that the game is a quid perfect indeed. I scored in the game, and surprise, all the missing color, sound samples, and controls have mysteriously been recovered on the 32X. What's that for the life of me figure out, is why 32-bit technology will not allow you to make the best game during play.

What it all boils down to, is this: you are one of the many Mortal enthusiasts, or just a hard core gamer that doesn't settle for anything but the best (aka—the rulers of Game Fan). MK II, alone, warrants a purchase of the 32X. Way to go Acclaim! -KLEE



EXCLUSIVE GRAPHICS ONLY ON THE 32X SYSTEM!!

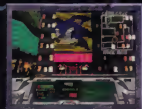


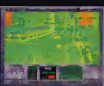
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MH METAL HEAD



So you've played the first few titles for your new 32X. You can see the potential, but nothing has really made you shed tears of joy... yet. Metal Head just might. If you're a big fan of the Mech. style adventure (a category sorely lacking quality softs), you will surely embrace this amazing 24-meg cart. The first thing you'll notice when you plug in MH is that not only is the music actually pretty good, but there are tons of low, clear voice samples. In fact, you get the whole memory munching story read to you. Once you dive into the action, the fun really starts. First of all, everything is texture mapped, there are no flat polygons anywhere in this game. Things get a touch pixelly when you're up close, but overall the effect is surprisingly realistic. Most impressive of all, however, is how fluidly your Mech. maneuvers throughout each area. The frame rate is fast, with virtually no chop, and you can change viewpoints instantly, on the fly. Your missions revolve around the termination of terrorist forces bent on ruling the world. Each mission has a specific objective and a certain time allotment to carry it out. Therefore, no two levels in the game are alike. Some are long while others can be rather short. It all depends on what path you take as there is no 'set' way to complete each mission. Areas are vast and exploration is almost always required. Between missions you can blow your paycheck on a variety of weapons from the smart ass arms dealer. Just always go for a laser on your right arm. It





is quick, easy to aim, and very deadly. If you've got enough cash left over, a grenade launcher is always nice to have around for those fast moving targets. Speaking of targets, the enemy mobs and ground vehicles in MH are not only realistic looking, but are all shaded and textured extremely well. This is where almost every game in this genre has failed and another reason why MH is such a great game. Having played this



game extensively, and in the same week laid hands on the gaily 'Chase' car, to say the very least, overjoyed with my one hundred and fifty dollar 32X, and the minute these power packed cars hit your cartridge slot, I'm sure that you will be too. Metal Head is the best game of its kind... and we're just getting started...
-E. Storm





WHO'S THE RED GUY?



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SPECIAL PREVIEW

**32X • SEGA
32MEG
ACTION/PLATFORM
AVAILABLE APRIL**

Platform fans, prepare yourselves for the ultimate experience: Chaotix, starring not Sonic, but Knuckles! Of course, this is not the Knuckles you met in Sonic and Knuckles on 16-bit. This Echidna is fully animated, brilliantly shaded and works in tandem with one of at least five mascots. That's right, mascot! Rebooted Sonic shows up and gives a whole new meaning to the term lock-on! This amazing new feature creates perhaps the coolest play mechanic in platforming ever. Your mascot can "hold" while you go, speed and build function, then like a rubber band, you both both off! You can even grab your little friend, throw him into a platform overhead, and then bounce yourself up. This mechanic creates some of the most creative situations ever in a platformer. And then there's the graphics. Chaotix has blinding color, mega scrolls, phenomenal scaling sprites (wait 'til you meet Nebotonic on 32-bit!), and 30 bonus rounds that truly amaze! This is sheer Sega brilliance! I'll have so... so much more in many issues to come, in the mean time... buy a 32X! —E. Storm



KNUCKLES MORPHS?!



I CAN GET USED TO THIS!





32X UPDATE

Tempo's in the house tonight- you know he's gonna' move your mind- the groove he's outta' sight- funky as you wanna' be. First of all, I didn't write that. If I did, you'd probably think I was some sort of bone-head. You actually hear these fine lyrics, complete with a "I can't believe what I'm hearing" rap sample when you fire up Tempo, a platform game with musical overtones starring a nicely animated bug. My question is, why not techno, or rock? Has Sega taken the whole hip-hop thing too seriously or what? They can't actually think that action gamers listen to rap/disco... or can they? To say the least, this sample frightened me. Thankfully, the game itself quickly eased the pain.

The development of the first solid platformer for the 32X is coming along very nicely. Besides an impressive Z80 soundtrack, huge CG bosses are being added as well as even more amazing new backgrounds courtesy of the SH2's (Sega/Hitachi RISC chips) housed inside. We'll have a review on Tempo, next issue. -flr. Goo

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SATURN
SEGA
SOCCER
AVAIL. NOW JAPAN



Let's see, Victory Goal in a word... unbelievable! Every time I play a Saturn game it's a little more refined than the last. And this game is polished! Believe me when I tell you, FIFA ain't the stuff, and the 3DO, although a great machine, ain't the Saturn. This is the stuff that not just Sports fans, but all fans of gaming dream of. Once you get past the amazing intro, complete with a rocking un-sports like soundtrack (thank you, thank you!), you will embark on a game that scales and rotates so smoothly and so fast that you won't believe your eyes. On top of that, the amazing 3D polygon players move with smooth animations and incredible





realism. Commit a foul and they hang their heads, score a goal and watch as the camera zooms while the entire play field rotates to display the awesome, and again, realistic animated score board. Then, sit back and watch the goal from every camera angle during the replay. The music during the game is great as well, as are the cheers of the crowd. There is nothing like Saturn sound! The options in the game include: Exhibition, Tournament, J-league, S-league, Cup, and Super Star play. Of course, all the player stats and profiles are here as well. I would have to say that not only is this the best Soccer game that I have ever played but the best sports game period. When the Saturn comes home to the US this September, go for Victory Goal! -Takahara

E. SIMON'S SATURN PREVIEWS SWAMP DREAMS



Here's the latest on what may prove to be the greatest shooter of all time, *Panzer Dragoon*. These amazing shots come in just before we closed, so I scammed like a maniac to get 'em in. If all goes well PD will make it out in March, along with *Daytona*, I'm gonna' need a vacation.



Virtua Racing, from Time Warner Interactive? Hey, this may prove to be a BIG positive. It's obviously not the same old game and it is obviously going to be a rockin' version. No word yet on how many tracks or types of cars, but I'll stay on top of things. Look for VR around the 2nd qtr... in Japan.



Namon's Ray Force will make its Saturn debut this December. It is currently 30% complete. WHI shooters make a comeback in '95, huh? But GG-MF is gone, no? I sure hope so, Linton 'em!

Deadalen, a Sega original 3D shooter, is headed for the Saturn this Spring. Wow, hyper joy!

Data East's Soulblazer, a newly introduced role-up fighter, is headed for the Saturn.

Cool, the first digital comic for the Saturn, can be played in Japanese or English! Joy in Spring!



I know, the character looks lame, but you never know. I'll review *Virtual Hydlide* next month.



ALRIGHT! Check out *Astral*, the first conventional animation platformer for the Saturn. Although *Astral* isn't due out until July, I am extremely excited to see that this great game is being passed over for a hundred *Doom* clones. The Saturn will be the king of the side scroller! I'll have more info. on *Astral* very soon.

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闘神伝

TOH SHIN DEN



To say "Tekken3 is the best 3-D fighter ever, in the arcades or out," which it undoubtedly is, may not sound like much—I can count the number of games in this genre on one hand. To say "Tekken3 is one of the best fighting games ever made," however, sounds like a lot...and it is, in every way...the graphics, that one's a no-brainer) gameplay, control, characters and music are everything I have always wanted in a fighter.

Tekken3, which loosely translates to Tales of the Gods of Combat, also the first in Yohji's Paper Field series of polygon games, is basically a combination of the three heavyweight fighters—Virtua Fighter, Samurai Shodown and Street Fighter II. From VF we get the 3-D effect, from SF we get the Tekken's and dragon punches... and from Samurai we get the weapons. In my opinion, the perfect combination.

For me, all that was missing in fighting games up to the present was THRE 3-D movement. Sure, Virtua Fighter was linearly 3-D, but you HOPED in 2-D. The camera had shifter angles. Tekken3, however, is utterly three-dimensional. This movement is accomplished with the L1 and L2 buttons of the PlayStation controller

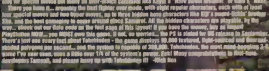


L1 rolls your character left and L2 rolls you right. In addition to having this much freedom of movement, the camera also shifts at 30- and 60-degree angles during which regular 2-D control is maintained. This is what every Tekken3 player lives to its only flaw—backing, which is accomplished by pushing back, rather than relying on a fearlessly tame block button, becomes difficult with each rapid angle changes. But, as is any fighter, this becomes intuitive with time. While we're on the subject of camera angles, you should know that four different eye-astrotic camera angles are available on the fly—that's right, you can change between normal, over-the-shoulder, fly, and two views of any time during a match. Further, Tekken3 has not inherited the curse of 3-D fighters...crashy jumps. Jumping is as 100% necessary in Tekken3 as it is in Street Fighter, Samurai or any other 2-D fighting game.

Now for the best part of Tekken3...the story. You simply have never seen anything like Tekken3's characters. Not even Virtua Fighter 2 can compare—these characters can get their faces BURN IN THE CAMERA without becoming as much as a single pixel. This would be a given if they were flat-colored like VF, but they're entirely texture-mapped, shaded-shaded, and fully-colored like characters. Etc., actually says polygons (which polygons...also were borrowed from clothes. Even VF2 can't match that, with it's lack of blood or hair-scales shining.

The only are the characters rendered to a similar manner, but they make of a 20-frame-per-second hyperactive lip-synch. There's a virtually no shadow present in Tekken3, with 3D-like shadow polygons almost every second, and we haven't even gotten to the backdrops yet! Each background is also fully shaded and textured, and Kyo's story becomes a little better than the others in the background, about this one displays what a beauty going on in real-time. Pretty damn amazing. The true test of the PlayStation's power, however, lies in the best 3-D's design (VF), by the way, how to be the best have a fighting game has ever had. Here you'll find transparent, color cycling flowers inside on compass, rotating, textured, fully-colored, rotating dual-type wheel that's a combination of thousands of polygons, all interacting at 30ps with top 800+ polygon characters in real-time. What else?

The music would have to be Tekken3's weakest point, but don't let that worry you—these tunes prove that they live away the average 32 game soundtrack. Some of the best, the music, like, and the 3D music, are downright great (just what you need for the best 3D game soundtrack). Some of the best, the music, like, and the 3D music, are downright great (just what you need for the best 3D game soundtrack).

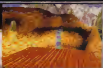


WIN



EIJI SHINJO

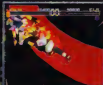
HEIGHT: 170cm
WEIGHT: 61kg
AGE: 31
BLOOD TYPE: A
NATIONALITY: JAPANESE
WEAPON: WHITE TIGER PANGS



SUPER MOVE!
HYAKKIMOSHUKEN
WHILE ENERGY BAR IS RED
→ ↓ ↙ ↘ ↙ ↘ ↙ ↘ +



HYPER MOVE!
AT ANY TIME
↑ ↓ ↙ ↘ ↙ ↘ ↙ ↘ +



KAYIN AMOH

HEIGHT: 170cm
WEIGHT: 61kg
AGE: 31
BLOOD TYPE: AB
NATIONALITY: BRITISH
WEAPON: CARRIVARN



SUPER MOVE!
HELL'S INFERNO
WHILE ENERGY BAR IS RED
→ ↓ ↙ ↘ ↙ ↘ ↙ ↘ +



HYPER MOVE!
AT ANY TIME
↑ ↓ ↙ ↘ ↙ ↘ ↙ ↘ +



MONDO

HEIGHT: 180cm
 WEIGHT: 65kg
 AGE: 33
 BLOOD TYPE: AB
 NATIONALITY: JAPANESE
 WEAPON: HOLY DRAGON SPEAR

MONDO

HEIGHT: 180cm
 WEIGHT: 65kg
 AGE: 33
 BLOOD TYPE: AB
 NATIONALITY: JAPANESE
 WEAPON: HOLY DRAGON SPEAR



The image contains four screenshots from the video game Super Smash Bros. Brawl. From left to right: 1. A character in a purple and yellow outfit is being thrown or hit by a large, fiery explosion. 2. A character in a white and blue outfit is being hit by a large, fiery explosion. 3. A character in a purple and yellow outfit is being hit by a large, fiery explosion. 4. A character in a white and blue outfit is being hit by a large, fiery explosion.

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WIN

SOFIA

HEIGHT: 108cm
 AGE: 11
 BLOOD TYPE: A
 NATIONALITY: ENGLISH
 HERAPPE: MAGICAL PRINCESS

WIN

SOFIA

HEIGHT: 108cm
 AGE: 11
 BLOOD TYPE: A
 NATIONALITY: ENGLISH
 HERAPPE: MAGICAL PRINCESS





SUPER MOVE!
THE END
WHILE ENERGY BAR IS RED
↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓
(or B1 + R1)



HYPER MOVE!
AT ANY TIME
↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ + ●



SUPER MOVE!
DAICHI HYAKUSAI
WHILE ENERGY BAR IS RED
↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ + ▲
(or B1 + R1)



HYPER MOVE!
AT ANY TIME
↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ + ●





FO FAI

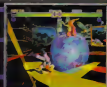
HEIGHT: 156cm
 WEIGHT: 48kg
 AGE: 110
 BLOOD TYPE: AB
 NATIONALITY: CHINESE
 WEAPON: KONGSOU GAUKU



SUPER MOVE!
DODODONPAPPA
 WHILE ENERGY BAR IS RED
 →←↖↗↘↙ + ▲
 (or R1 + R2)



HYPER MOVE!
 AT ANY TIME
 ↖↗↘↙ + ▲



ELLIS

HEIGHT: 170cm
 WEIGHT: 45kg
 AGE: 18
 BLOOD TYPE: O
 NATIONALITY: TURKISH
 WEAPON: DREKS



SUPER MOVE!
FRENCH KISS
 WHILE ENERGY BAR IS RED
 →←↖↗↘↙ + SLASH
 (or R1 + R2)



HYPER MOVE!
 AT ANY TIME
 ↖↗↘↙ + ▲



THE FINAL BOSS



GAIA
 HEIGHT: 20cm
 WEIGHT: 14kg
 AGE: 407
 BLOOD TYPE: O
 NATIONALITY: ?
 WEAPON: ARMOR BUSTER



PLAY AS GAIA!

AT THE TITLE SCREEN, WHEN THE OPTIONS ARE COMING IN FROM LEFT TO RIGHT, DO **4-3-1** ON THE IP PAD. YOU'LL HEAR "FIGHT," NOW BEGIN YOUR GAME. HIGHLIGHT E11 AND PRESS **1+X**.



THE SECRET BOSS



SHO SHINJO
 HEIGHT: ?
 WEIGHT: ?
 AGE: ?
 BLOOD TYPE: ?
 NATIONALITY: JAPANESE
 WEAPON: ?



PLAY AS SHO!

THE CODE TO PLAY AS SHO IS SIMILAR TO THE GAIA CODE BUT UNFORTUNATELY CAN'T BE RELEASED UNTIL OUR NEXT ISSUE. SO STAY TUNED!



MOTOR TOOL GRANDPRIX



I am not a fan of driving games, let alone racing, runty-crooked, hyper-jumped Japanese Street Trax driving games, a genre of which Motor Tool Grand Prix could be the poster boy. Yet for some reason not wholly known to me this game has become my favorite driver ever. It certainly wasn't the concept that did it for me, but rather the awesome responsiveness of the control (especially with Nintendo's amazing Neo-Geo post) and the sheer beauty and lightning-fast quality of the 3-D polygonal worlds in which Motor Tool exists.

NTDP has a lot of these "real" tracks - Town Island, Plastic Lake

TOON ISLAND: FOR BEGINNERS, BUT BEWARE, THE AVERAGE SPEED IS HIGH



CAPTAIN ROCK

PLAYSTATION
SCENARIOS
RACING
AVAIL. NOW JPN.



and Bulliver's House, there are also ten mini-tracks, used for the impressive split-screen 2-player Cool mode or in the Time Attack mode. These are easily the funnest features of *Motor Toon* - why create ten dinky tracks when you could have done a fourth brain-slurping regular track? It's extremely hard to describe the absolute hyper-joy which the regular tracks exude, most especially Bulliver's House. In what other driving game can you cruise through a massive house, (don't scream "Club Drive!" just yet) avoiding massive chess pieces and pool balls, driving around huge transparent aquariums, drop into a massive sink, race around gigantic fruit displays and cakes, zip around a roulette wheel and even drive by an oversized PlayStation system? Yes, *Motor Toon* is true power.

Beyond the basic acceleration and brake controls, you have a "dash" button, which helps you maneuver sharp turns and the absolute screen-flood in many of the mini-tracks like Jean Garden or Shroom Place. Also available on-the-fly are five different views ranging from hi-car to a reverse slow looking at the back of your axle. Another original feature of *MTGP* are crystals strategically placed throughout each level, which randomly transform your car into homestead form, boosting your overall speed. While on the subject of vehicles, five different racers are available, all with different strengths and weaknesses, but each car has

PLASTIC LAKE: DASH THROUGH A BEAUTIFUL (AND GUMPY) WORLD OF PLASTIC



an actual... personality. It's very hard to explain, as these polygon cars seem to be so, but the way each racer contorts, wags and struts as you round turns, catch minor air or even just off there is totally unique to each one. Of course, character designs by the masterful Satoru Nakashima, founder of Light & Shadow, Inc. don't hurt either.

Motocross music is excellent, fitting the game quite well. Most of it is hyper-cute, with the exception of the Gulliver House track - instead of beaming syn-
 thetic stuff. Strangely absent, I felt, were speech samples of the various sort as Ridge Racer... but then again, the most annoying track of Ridge Racer was the
 same, so this may please fans of that game.

To sum up, Motocross Grand Prix is the best home racing game ever made. The best home racing simulator award still rests with the PlayStation version of
 Ridge Racer, but for pure joy of control and visual impact, MGP is so far unbeatable, and with a Namco Neo-Geo (which it right to turn right, left to turn left,
 etc.), you may never again turn your PlayStation off. I had but one major complaint about the game: Driving off the tracks and discovering little secrets like a

GULLIVER HOUSE: ENJOY THIS RACE IN THE LAND OF THE GIANTS



BOLBOX



REPLAYMODE!

Back of sheep that like when you drive through their numbers, little side-roads that take you up to hills filled with gravestones (!) and being able to drive all the way around the roundabout wheel were almost more fun than racing the tracks seriously. Consequently, I think the races should have been more vast and non-linear, rather than driving in a set path. Hopefully we'll see this in the sequel, but until then... buy a PlayStation and NTSC! -Mick Box



2 PLAYER DUEL/MATCH RACE!



PENGUIN BROTHERS PRINCESS JEAN

DUEL/MATCH RACE!



PLAY-
STATION
PREVIEW

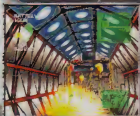


GAMEFAN EXCLUSIVE PREVIEW!

KILEAH

The Blood

PLAYSTATION • SONY MUSIC ENT.
3-D ACTION/RPG
AVAILABLE NOW JAPAN



January 27th is to be a day of jubilation for PlayStation owners - five fantastic games in one day! Among the games that'll be released on this joy day are *Raiden Project*, *CyberSled*, *Space Grifon* V-0 and the game you see here - *Kileah*, the *Blood*. *Kileah* is Sony Music Entertainment's first PlayStation effort, and what a way to start off-right! The design team of computer graphic experts behind the game, Genki, were responsible for the excellent 300 CG point-and-clicker *Burning Soldier*. This game is radically different, however: It's a Doom-style 3-D shooter with much more freedom of movement... you can look and shoot up and down, and there are joke-playing elements throughout the game. The shots you see here represent only the intro and first level of the game, so stay tuned... next month we'll have a full review of this sure-to-be-hit! -Nick Rox



PLAY
STATION
PREVIEWS

Tekken 3 features a Raiden Project, which borrows both Raiden I and II, in a 100% arcade port of the old-school. It's a 100% arcade port of the old-school. It's a 100% arcade port of the old-school. It's a 100% arcade port of the old-school.

This Ultraman-like fighter isn't quite as tight as the original, but it's still a fun game to play.



Sony Computer Entertainment's Arc the Lad is looking good, and it's a 100% arcade port of the old-school. It's a 100% arcade port of the old-school. It's a 100% arcade port of the old-school.

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PlayStation's Space Invaders EX-3 (formerly known as Exile) is an ultra-smooth 3-D action/RPG in which you control a transdimensional mech. Space Invaders EX-3 also features unbelievably high-res (1024x720) cinematics. Look for a review next issue.



King's Night Strike promises to be the best of the best. It's a 100% arcade port of the old-school. It's a 100% arcade port of the old-school. It's a 100% arcade port of the old-school.



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TEAM INNOCENT



PC/FX • HUBSON SOFT •
ACTION/RPG
AVAILABLE NOW JAPAN



MISSION 1 ARTIFICIAL PLANET

We need the PC Engine go way back... I can remember back to a time when Y's, Atomic Robo Kid, Power Drift, Betsean, and Super Star Soldier were all I played, that is, when I wasn't playing my Supergrafx. So you can imagine how elated I am that NEC has released a powerful 32-bit CD-ROM game system.

At the same time, imagine how depressed I am that there are but a measly five titles (that I want to play) scheduled for the entire year of '95. That is, besides this CD of joy, Team Innocent.





The story here is a deep one... The saga unravels as Professor Clarence Endicott creates three perfect children using his technology. He is soon found out (stealing his technology is illegal) and arrested by the GCPD. The three little girls are adopted by the GCPD and trained as a special task force team... Team Innocent. You come in when the girls (now obviously grown up) are on a routine mission which catastrophically leads them back to where they were created. Up to this point the girls believed their father to be dead, but as the story unravels they discover



MISSION 2: TO VALHALLA

that he is indeed alive. This leads us (after 20 or so hours of beautiful action role playing) to the inevitable confrontation between the lead character in the game, Saki, and her father/creator. Crushed that she cannot reproduce, love, or lead a normal life, she is overcome by her anger and... you can guess the rest.



MISSION 3: **TF** DEEP BLACK

What makes this one of Team Inocent's are the amazing CG and animated intermissions and sub-inters, the breathtaking locales that you play within, as you access computers and solve problems, and the fact that (although she's a bad plenty at times) you are guiding a gorgeous, scantily clothed young woman through the most dramatic days of her (and her bio-sister's) tragic life.



Games like this will never be made, or come out, here in the land of the big licenses, and that makes them all the more appealing to me. I don't understand a word of Japanese but somehow I know exactly what I was doing (the adventure is very visual) and thoroughly enjoyed this entire game. Now I hear that a sequel is in the works. I will be waiting... patiently. E. Storm





COMING NEXT MONTH TO THE PC-FX AND THE PAGES OF GAMEFAM!







JAGUAR • TWO
RACING • 16-BIT
AVAILABLE APRIL

Power Drive Rally

World rally racing comes to the Jaguar



Upon returning from the Winter CES in Las Vegas there were four Jag games that I just had to play first hand: Battlemorph, Conan (working title), Burnout, and Power Drive Rally. Battlemorph, no way, we're looking at March, Conan, nada, it was running on a development system, and Burnout, well, it's still quite early. Can you guess which one I've got? PDR still needs some control and voice sample tweaking, but judging from what I've sampled this is going to be one helluva great driver. The detail is perfect, right down to leaving tracks in the snow and mud, and when completed the game will feature six different cars, over 50 different tracks, and realistic crashes. Oh, I almost forgot to mention, the cars have working head lights, tail lights, and brake lights! This is gonna' be a good one! Slay tuned for more coverage in future issues and be sure to check out the CES report for more of what Atari has in store for '95.

Quarantine

Gametek
3DO
Driving/Shooting
Available April



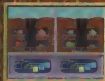
Quarantine is a ground breaking first person driving and shooting game set in a grim future. You are Drake Edgewalker, a 21st century cab driver desperate to escape from the quarantined city of Kemo. You are driving a modified '52 Checker "ho-ver-cab" armed with headlight mounted machine guns. We hope you remember your defensive driving skills because to quit Kemo you'll have to brave rockets, bullets, mines and annoying pedestrians. Pickup and deliver fares to earn money for more and better weapons... Make sure you've got a good set of wiper blades (it's so hard to see where you're going with blood on your windshield!). A lightning fast new 3D engine and spectacular dark and moody graphics bring this cool futuristic city to life (and death). It's ROADWARRIOR meets BLADERUNNER (with a taste of ESCAPE FROM NEW YORK)...It's QUARANTINE!



3DO
PREVIEW



NEVER, EVER STIFF A KEMO CABBIE!



KILL A FRIEND!



RETURN FIRE

**3DO • SILENT SOFT.
ACTION/STRATEGY
AVAILABLE NOW**

**3DO
REVIEW**



It never ceases to amaze me, how many great games seem to come out of nowhere. Unlike the Zelda's, Sonic's, and Mortal Kombat's out there (all of which boast big time development and marketing budgets) these games seem originate from small, obscure software groups. Developed by a company that (ironically) goes by the name, *Silent Software Inc.*, *Return Fire* for the 3DO has the polish and quality of a game made by the big boys. Yeah right, what's so great about *Return Fire*? you ask. Well hang on, Sarge, we'll get to that part later... first, let me define the game to you. As I would soon find out, explaining the genre of this game would prove to be difficult, as it wasn't that easy to put your finger on what type of game it was. At first, RF (with its military theme, individual missions and the viewpoint of the overall playfield) seemed to resemble the *Desert/Urban/Jungle Strike* series, but upon closer investigation, *Mound Return Fire* contained much more depth than any of EA's search and destroy games. The main objective is very simple; you must set forth from your base onto enemy territory, find a green flag hidden somewhere within your opponents (well protected)

military compound and return the flag to your base, without getting yourself killed in the process. Easy in theory, difficult in execution. Your arsenal consists of: one 4-wheel drive, ATW missile launcher, one high speed attack chopper, one armored tank and one jeep. The ATV is the slowest but can do the most destruction and has the strongest armor. The helicopter can (obviously) cover ground faster and more effectively than the others. The tank has a nice balance of speed, maneuverability, and armor. The jeep is the wildest against enemy fire, but is the only vehicle that can capture the flag.

Playing *Return Fire* is a trip in itself. The music is a compilation of several popular classical tunes, all presented in Dolby Surround Sound. When you use the chopper, you will hear *Flight of the Valkyrie* ala *Apocalypse Now*. When you're running away from enemy fire, you hear *Flight of the Bumblebee*. When you are successful with your mission, you will be greeted with a full-motion sick-tape parade with *Hallelujah* blaring in the background... very cool! The first time I heard the music, I nearly hit the floor laughing. The graphics are (again) reminiscent of EA's.....Strike games, except with better detail and a cool auto-scale zooming effect. The overall presentation of *Return Fire* will draw you in, but its the unique diversity, mind boggling strategy required and the devilishly warped sense of humor that will leave you begging for more and is the core of RF's outlandish personality. And if you think *Return Fire* is massive fun in the one player mode, try playing with a friend as he tries to create a new ditch in your butt with his chopper guns, blowing away all you enemy away, flag in hand. It just doesn't get any better than that. **4/5E**



IT'S LIKE A VIRTUAL WAR!



VICTORY IS MINE!

YU YU HAKUSHO

The 200: A system cursed with intense fighting games that, you know your 32-bit, but you also have your Shadow. Way of the Warrior and Samurai Shadow. The game is otherwise the complete counterpart: Tony's Yu Yu Hakusho. Based on the #1 Japanese manga and anime, which unfortunately was just put on "extended hiatus" (for the heavenly illiterate, "Aki" got sick of drawing the same thing over and over") to the chagrin of fans. Yu Yu Hakusho is an excellent example of what a 32-bit fighter should be: Good controls, smooth animation, great sound (with a dubstar 32-bit) coupled with original, fast-paced, transparent BG's.

The last year's winner of the 32-bit award, which was a huge wave of similar and super-heavy that actually came out quite easily on a 320 Pin-Pin, so there are no displays loaded (most moves are quite simple, like "Kick, Dash, Forward" or "Yurorik, Dash, Down"). While in the midst of characters, each of the 32-bit's animation was driven by the animation studio



that is far, well, reasonable for the TV animation. Perfect, resulting in perfect likeness of the characters... always necessary for an anime license. Yu Yu Hakusho also utilizes the new-looking Art of Fighting Power Range, which limits your special attacks and leaves you to charge back up your power, leaving you open to attack.

Yu Yu gives you a fairly hefty amount of battle options ranging from a graceful mode to which you can beat up to a hellish counter-attack to a two-player team battle mode. Other extra features include an Art Gallery mode, where you can view various Yu Yu Hakusho artwork from the anime, and a John Bar mode. The most impressive mode of play in this CD, however, has to be its amazing Scenario Mode. Between each match you're treated to an incredible, full-screen film showing direct from the TV show, culminating with the final battle with the psychotic Sinner Shinobu in the Death World.

The graphics are the best part of this game, although the characters and/or the Death side.

They are extremely well-rendered and many of their hyper moves fill the entire screen, so you can see here. The backgrounds are remarkable, as well - there's a massive amount of Way of the Warrior-style line-artwork and lots of teen parodies, making, and transparent effects, but only six localized-it's better than having those slowly backgrounds through. I guess.

YU's music is above average, and although not from the TV show, it's the anime quality. There's a whole of anime tracks, but most (and especially the Arabian Nights) aren't quite good indeed. You'll also find a fair amount of voice, all contributed by the actual voice actors from the TV show.

Yu Yu Hakusho is an excellent, well-rendered fighting game, and an admirable first effort from 32-bit developer Tony. But with great probably never came but to the 32-bit. If you're after for a new 320 browser or are a fan of the series, don't pass up on this import - Wick Day.



320
REVIEW

320 • TONY
FIGHTING
AVAILABLE NOW
JAPAN



MONTANA JONES

300
FUTURE PIRATES
DIGITALCOMIC/ACT
AVAIL. NOW JAPAN



SIDE SCROLLING BLISS...NOT!

WOW, NIFTY POINT AND CLICK FUN!



Three Japan has their share of talent games, but this is the first first computer for the 300. The graphics in the 300 maps make Montana Jones look good, but the controls are downright bad. Play with it and you'll see the ultra the ultra 300, cheap controls, and super lame point and click interface, we have a shiny new picture with bars. Sure MJ has some side scroll between its bar-side digital comic sequences, but they look and feel like games for the ultra look-300. The bars, it's the first look-around with the 300's ultra on it that jumps a second after you press the button. About all I can say about this game is that it's a waste of time (and I pray it doesn't) and it's the 300's. Mr. Joe



Chorus
height: 5.2m
weight: 3.2t

IMPORT
300
REVIEW



GAMERFAN SPORTS

TALKU TALK

Another Winter CES has come and gone and the image that I am left with is of an industry in transition. 16-bit is definitely slowing down, and the next generation stuff won't be seen for another nine months. On the sport software side of things, it was pretty quiet. EA was not on the floor of the show, although they had Coach 'K' College Basketball on display at their party on the eve of the show. Sega Sports was present with two new games: NBA Action '95 and World Series Baseball '95—both previewed in this edition of *GamerFan Sports*. Other than those titles, there was nothing that I would classify as "blow you away" kind of stuff. There were no new 32X sports titles. *La Runa* and *NHL* were strictly AWOL on 3DO and Crystal Dynamics was showing their new sports titles to buyers only at BMG's booth. The good news is that, even though the quantity of product being delivered to the consumers is slowing down, the quality is on the rise. And, in judging the early software for both the Play Station and Saturn in Japan, we can expect that the attention to detail and quality that has come to characterize latter day 16-bit sports software will carry over into the new generation...In other news...the Super Bowl will be history by the time you read this, and I can only hope and pray that my 'Niners' will be in possession of the Lombardi Trophy. In spite of a year that featured strikes in both professional baseball and hockey, the strength of the football season made it a homer year for me. The NFC featured two dynasty teams fighting it out as they seek to do every year, and the AFC offered parity and excitement that kept most teams in the running until the final week of the season. The best news is that, even if there is no '95 baseball season, or if hockey never comes back, I can play football all year around and enjoy the highest quality interactive baseball and hockey games from the comfort of my own living room. I hope you enjoy this edition of *GamerFan Sports*; turn the pages and revel in the best great year of 16-bit!

COACH 'K' COLLEGE HOOPS

GENESIS
EA SPORTS
4 PLAYER
16 MEG
NOW

Wow! Coach 'K' College Basketball takes the Genesis version of NBA Live '95 and tweaks it just enough to make it a better, more complete simulation than the original. The first thing that strikes you about the game is the fact that the designers have adjusted the speed in the game to a point that makes more sense. Coach 'K' becomes much more of a defensive game this way, and a much better simulation in the process. All of the features that made NBA Live '95 such a great game are here in Coach 'K'; the game's isometric viewpoint, large well-animated characters that do not crowd the

paint, graphic handy-dandy statistics that pop-up on the fly during play, adjustable referee levels, "turbo" feature, and user-adjustable play features that control everything from the length of the game to fatigue factors.

What's different is the nature of the college game itself. Season play is accomplished through 8, 12, 16, 24 or 32 game tournaments, that lead to the championship bracket. You can choose to play every game, or simulate things when you're pressed for time. You can play anything from 2 to 20 minute half(s), save player statistics in thirteen different offensive and defensive categories, and team statistics in 17 different categories. There are 32 different college teams to choose from; including Duke (no brainer there), Arkansas, UCLA and Alabama.

The "bottom line" in Coach 'K' College Basketball is that the game is pure fun to play. Bringing defense into the game has really heightened the level of realism, and slowing the game down has allowed for more realistic scoring, more blocked shots and steals, and, overall, a more balanced game. Add to all of this a very cool free-throw screen and you have a feast for college hoops fans.

As to whether or not owners of NBA Live '95 need to purchase this game; well, I definitely prefer Coach 'K' over the





pro-cousin. If you already own NBA, you've got a solid game of basketball and need not go for Coach 'K', unless you're a big college hoop fan. If you haven't purchased either, go for 'K—you won't be disappointed. Talko

The bottom line in Coach 'K' College Basketball is that the game is pure fun to play.

93%



TECMO SUPERBOWL 2

It (TSB2) is a great game, a limited edition, and an experience that no true gridiron freak should be without.

89%



The Genesis version of Tecmo Super Bowl 2 is equal to its SNES counterpart in every way. The graphics and sound show tremendous improvement over previous Tecmo products, and, as always, Tecmo has provided the player with a well presented, detailed NFL simulation that has been written specifically for the toughest football critic and fan.

Since the advent of 16-bit gaming and the rise of Madden and Montana, Tecmo's arcade aspects have always seemed a little on the light side. Although I would like to say that this has changed with the new title, I can't. But, Tecmo fans don't really buy the game purely for the arcade elements. What has always separated Tecmo football games from the rest was the depth of the simulation, and Tecmo delivers the goods. You can compete in a multi-season format, against computer controlled offenses and defenses that will do anything to roll over for your offensive and defensive attack, keep detailed statistics over multiple seasons with League Leaders, and even post your name in the "Hall of Fame" if you should better the record of an all-time great.



I am not going to tell you to roll off your new NFL '95 (I've been playing it for five months—the best!) or Madden '95, but football fans should take a serious look at Tecmo Super Bowl 2. It is a great game, a limited edition, and an experience that no true gridiron freak should be without. Besides, in this league, Kansas City still has a chance to win it all. Talko



**GENESIS
TECMO SPORTS
2 PLAYER
16 MEG
NOW**





ATP TENNIS

ATP Tennis is a tremendous sports title and one that every Genesis sports nut must own. He privileged in last month's GameFan Sports, ATP is a tennis fan's dream come true with every aspect and detail of the sport brought to life.

With any tennis game, it is tough to stray too far from the 'fling' feel that is inherent in the play mechanics of the game. But, with ATP, that feeling melts away as you find yourself in a grueling serve-and-volley hand with Borg, hitting every shot in your arsenal in order to be successful, and every angle and strategy has to be executed with precision. Your computer alter-ego can lob the ball, drill a passing shot, move in and cut and slice to side, cut the ball and drive 100 mph serves up his elbow as well and making your way through tournament play (need to beasty), let alone beating your first opponent, is very tough indeed.

When comparing ATP to existing tennis products on the Genesis, there are only two products that challenge the quality of ATP: Wimbledon Tennis from Sega Sports and IMG International Tennis from EA Sports; both being very strong titles in their own right. ATP is better than both of these fine products, and, in terms of replay value, blows them away with entertaining gameplay and a quality simulation that lies just below the surface. I recommend this game to both casual fans and dedicated tennis buffs. There is something in ATP Tennis for both and enough fun to last the entire year. -Turbo



Genesis Review

ATP is a tennis fan's dream come true with every aspect and detail of the sport brought to life.

93%



You're in the trap!

"Hi, I'm Fred Couples, welcome to Golf Magazine's 36 Great Holes." Once you hear Fred proclaim this on your 32X, you're in for some quality golf. This photo real, ultra colorful, 32X game of sticks has just about every feature you could hope for, including the best character generator I have ever seen. Choose from many a player, tailor them to your exact specs, and then hit the best 36 that golf has to offer. Enter the tournament and play against up to eight players! The game is packed with realistic samples, and you can view and then save your most phenom replays! So, if you hit that hole in one and your friends don't believe it, shaka!, you've got it all in memory. Bottom line, if you're into golf games, get into Golf Magazine's 36 Great Holes! -Mr. Goo



Hi, you're in the trap!



Great birdie!

**GOLF MAGAZINE
PRESENTS 36 GREAT HOLES
STARRING FRED COUPLES**

LOOK FOR THE ALL
NEW GAMEFAN
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WINTER CES '95

Another CES has come and gone. I'd have to top this one as CES like, to fact, I believe that the best game there was playing at our booth, Tekken for the Sony PlayStation. On the other hand, while the amount of new games was somewhat low, the amount of info and new announcements floating around was abundant. Sega threw a really cool party, and I had fun playing Virtual Boy... Those were the high points for me. The CD, which will be held in Los Angeles this coming May, is being touted as the show of shows. This is where Sega, Sony, and Nintendo will all unveil their 64 bit hardware. We already have Saturn and PlayStation, so for us, the CD will be dead down to one thing, the Ultra 64, which will be hands on playable for the first time. What you'll find on the following pages is a breakdown of some of the best new games for each platform. Bare in mind, many of the games are covered in this very issue. We were hot!



For a Winter show to be a transitional misfire, Sega put on quite a display at the CES. Tom Kalish led the ball rolling with a full blown press conference at Sega's adopted Vegas home, the Aladdin Hotel in Vegas without a gambling casino... I hope gambling casinos. There's nothing worse than hundreds of lumbering souls with booklets of questions when you're trying to get to your room to watch *Teen Lies* for the fourth time. During the conference Tom touched upon Sega's winning year with a blistering 80% market share, plans to launch the Neptune 32X Genesis console at an amazing price of 149.99 (he held it up), the September release of the Saturn at a price between three and five hundred dollars (he held that up too), and introduced Sega's latest ace in the hole, Boon Sanders. Everyone had happy Sega hankies, and the whole thing came off ultra positive. One interesting remark Tom made was that the engineers at SDA cannot get Sonic 1 to run on a Pentium! This gave me great personal joy as I would consider such a port pure sacrilege. Sega is going to throw the leony PC market a bone and release some PMV stuff... the perfect place for it! Tom also danced around the launch of the 16-bit Vegas handheld. Right now the price (it would be around 199.99) is just too high for Sega's brand.

Sega's plan is simple... it's called the triple play. You've got the Genesis (which Sega will continue to support vigorously to '95) at 99.99 for the casual smooch-Mart shopper, the new 32X (which will be Sega's main focus for years to come) for the mass market, and the Sega Saturn for the hard core power who demands the best and has the money to buy it. This makes a lot of sense, but two things need to happen to make it work. Number one, SDA has to make the Saturn compatible or bring out imports SIMULTANEOUSLY to keep that hard core gamer happy (he's miserable right now with all of his RPE's sitting over in Japan). I know this for a fact, because he's my main focus, and I've got all his letters to prove it. Number two, the Ultra has to either go away or come to over the announced price of 249.99 with a pack in. The 32X is a great system but it has limited sound and texture mapping capabilities. The Neptune (with a game) will cost you in the neighborhood of 220.00. If you can buy a 64-bit power house with a Miyamoto pack in for thirty bucks more, this may throw a major wrench in Sega's plans. Of course Sega has Baycons, Sonic, Shinobi, Kamekino, intense marketing, and millions of dedicated fans. Nintendo has to overcome years of fibbing, we could go back and forth all day, but you see what I'm saying... There's also a little company called SONY at the launching pad.

Not at the show for Sega was *Comix Zone* (a fully interactive comic that is just too cool), *X-Men 2-Clone Wars* (see page 62), and *Robots and Noble* (only special effects!), for the Genesis, *Eternal CD*, *Dungeons Explorer*, and *Lords of Thunder* for the CD, and *Tamgo* (pg. 73), *Metal Head* (pg. 70), and the *AMAZING Chaos* (pg. 72), for the 32X.



SEGA
KNUCKLES CHAOTIX (32X)



SEGA
METAL HEAD (32X)



SEGA
TEMPO (32X)



DIGITAL PICTURES
COMPOSE KILLER (32X)



SEGA
COMIX ZONE



SEGA
X-MEN 2 CLONE WARS



ACCLAIM
MORTAL KOMBAT II (32X)



ACCLAIM
STARGATE



ACCLAIM
JUDGE DREDD



ACCLAIM
SPIDERMAN



JVC
SAMURAI SHOGUN (CD)



JVC
FATAL FURY (CD)



ABSOLUTE
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SEGA'S
NEPTUNE



NINTENDO
STARFOX 2



NINTENDO
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NINTENDO
EARTHBOUND



NINTENDO
COMMAND & CONQUER



NINTENDO
STAR WARS: DARK FORCES



NINTENDO
SUPER SMASH BROS.



NINTENDO
KIRBY'S AVALANCHE



NINTENDO
DONKEY KONG LAND (GB)



NINTENDO
COLOR GAMEBOY



NINTENDO
SUPER MARIO BROS.



SQUARE
SECRET OF EVERMORE



KONAMI
METAL MADNESS



NINTENDO
SUPER MARIO BROS.

It was an interesting time over of the massive Nintendo area. I crossed the land of DMC hoping to be dazzled by Starfox 2, Command & Conquer, Starfox 2 looked great, but I've been down that road, Command & Conquer is ultra pixelized (but plays very well) and FX Fighter, well, let's just say it needs work. To my surprise what really impressed me at the Nintendo booth was the Virtual Boy! What a cool device this is! At first you think black and red, big deal. But once you are immersed in a true 3D, bitmapped world of it, it becomes a very personal experience. The black and red creates a unique atmosphere unlike anything I have ever experienced in gaming. Hey, I love gadgets, and this is the ultimate gadget! It looks and feels totally new. I played Tetris Boxy first and was mildly amused, then I moved to Pinball and started to really get into it. But then... I saw Mario! He's walking along side scroll and then all of a sudden, he turns and walks into the background... way into the back-



ground! You play VR Mario on two planes! The graphics look great and the depth is hard to describe. There was also an F-1 demo that blew me away. Again I can't describe it, but take my word for it, you've never played a REAL 3D game. A Starfox type shooter, and an overhead shooter where you fly BETWEEN the scrolls was also present. The Virtual Boy was, for me at least, the high point at the CES. Nintendo will debut the Ultra-64 at the upcoming E3 in May. Did you see the Mask? Remember at the end when Iykos (the Mask) pulls out the mega cannons at the end of the movie... that's kind of what Nintendo is doing at E3. The Ultra is a BIG GUN!

The best looking SNES stuff at the show was Square's animation/SGL-Mana style-made in the USA-RPG, The Secret of Evermore, Titus's amazing Prehistoric Man, Konami's Metal Madness, Capcom's return to the original Megaman, Megaman 7, and Nintendo's own Starfox 2.



VIRTUAL BOY
TECHNICAL SPECIFICATIONS
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SOFTWARE: ROM CARTRIDGE
WEIGHT: 700 grams (HEAD UNIT ONLY)

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ACCLAIM
STARGATE



ACCLAIM
THE DINOSAUR HUNTER - ULTRA 64



NINTENDO ACCEPTS THEIR AWARDS FOR SAA & MATHS



THIS WAS A VERY FUN PARTY TO BE!



VIRGIN GAMES
DONOOLAZE - WHAT'S THE RUDDUS?



WARP
3'S DINNER

READYSOFT
SPACE ACE

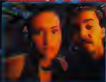


READYSOFT
SPACE ACE 13

WARP

For some odd reason, 3DO Company again parked their booth in the PC/joystick protector section of the CES, quite a hike from the video game arena, while one also infected with interactive PC products (that's how slow this show was). I think it's time for 3DO to join the party over with the consoles. The Building upgrade info could be extracted from 3DO rep's, but no demo unit was present, only a short video clip on the huge 3DO screen. No price was available, but it will be out late this year. Goldstar announced the MPEG pack which will come packaged with Total Recall at 199.99. The MPEG pack will be compatible with the Goldstar unit ONLY. Goldstar also announced two new pack-ins for their 3DO unit, Blackhawk and FIFA will both be in the box for 399.99!

There were many impressive titles present as well including Kenner's respectable Policenauts, Warp's 3's Dinner (which unfortunately may not make it out to the US), Virgin's mega-animated sports sport Shootbiz, Panasonic's amazing FET game starring Tia Carrere, The Daedalus Encounter, Any Channel's FV'ed, ReadySoft's Blazin' Squad 13, Namco's Gears of War and HELIX (starring Dennis Hopper and Grace Jones), and 3DO Co's Killing Time. Pinball Hugs was announced as well and will be coming out this November on every platform known to man.



PANASONIC
DAEDALUS ENCOUNTER

3DO
KILLING TIME



PANASONIC
DAEDALUS ENCOUNTER



THE 3DO COMPANY
KILLING TIME

ANY CHANNEL
FV'ed

THAT'S RIGHT!



ATARI (CD)
BLUE LIGHTNING



ATARI
BATTLE MORPH



ATARI (CD)
VARNA'S FORCES



ATARI
PWEAR



ATARI
KUROK STRIKE



ATARI
SPACEWAR 2000



TIME WARNER INTERACTIVE
POWER DRIVE RALLY



Atari took up a nice sized chunk of the floor at the CES and had quite a bit of new software on display, as well as the new Jag CD. Most impressive for the CD was the amazing opening CD demo for Battlemorph. The FMV looked a bit lilley (similar to the FMV on 3DO), but the game graphics looked great. Blue Lightning, and Varna's Forces both looked very promising for the upcoming launch. Of course, Atari had a healthy batch of carts as well, the best being Conan, the lightning fast sword-sweeper, the zany White Men Can't Jump, Space War 2000, Power Drive Rally, Wipeout, and Beyond. The jury's still out on Fight to Live; this fighter has a ways to go (miles) before it gets anywhere near Virtua. And no miracle on Earth could put it in the same class as Tekken or the PlayStation. Atari has their work cut out for them in '95.



ATARI
FIGHT FOR LIFE



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ATARI
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ATARI
WHITE MEN CAN'T JUMP



ATARI
WHITE MEN CAN'T JUMP



ATARI
CONAN (WORKING TITLE)



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SUPER NINTENDO

MIDWAY **AKkaim**

ANALYSIS

JNN SPECIAL FEATURE!

ALIEN SOLDIER

SPECIAL
PREVIEW

MD • TREASURE
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BOSS FIGHT
AVAILABLE APRIL

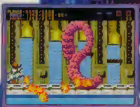
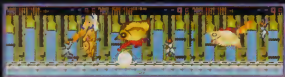


Well, here it is, the final version of what is perhaps, technically, the best 16-bit Sega game ever created, *Alien Soldier*. You're probably wondering exactly what you are looking at. At first glance *AS* looks like an all-out boss fest. Well, that's because it is. There's maybe one minute of side-scroll *Alien* bashing between each boss, but besides that, *AS* is non-stop mega boss fighting! I'm not talking your average one minute kills either, these are fearsome beasts that you hope and travel in your boat upon them. Many of them take over five minutes to kill! The action doesn't just about every direction imaginable and the special effects literally never stop. I guess Treasure figured: why build up to a few awesome bosses?... we'll just make a whole game out of them! Hey, it works for me. I'll tell you one thing, I am now a PROFESSIONAL BOSS KILLER! If you're looking for the most intense action to tax your gaming skills, track down a cart title March when *AS* hits Japan. US release?... SEA said no, so we're working on it. -E. Storm



SCENES LIKE THIS ARE COMMONPLACE IN ALIEN SOLDIER!





JAPAN NOW!



JAPAN-NEWS NETWORK

It's been a year since the Northridge Quake, and before I'd totally forgotten the chill from our experience here in L.A. Japan was hit with a 7.2. Unfortunately, Nintendo, Capcom and Konami are located near the epicenter at Kobe, in southern Japan, with Konami being the closest. I hope none of these game companies were hit too badly!

Well, the tragedy has officially begun in Japan as the 32-Bit system wars commence in earnest. There's no clear winner yet, but I'll keep you posted!

SNK

Let me start you off with some SNK news. Since Matsushita is releasing the Power-PC upgrade for the 3DO, SNK thought it best to introduce a **32-bit upgrade** for their Neo-Geo CD. Apparently, this powerful upgrade will cost no more than 5,000 Yen, (\$50) but you'll have to send your Neo CD in to SNK to get the upgrade. SNK will officially announce this upgrade in Spring. The first game programmed for the 32-Bit Neo, the **266-Meg Fatal Fury 3: Road to the Final Victory**, will be out in arcades in March and for the home in April. I probably shouldn't mention this right after the 32-Bit CD announcement, but seems that SNK is planning to announce a brand new **64-bit** home system late '95. I'll keep you informed about these two systems in the months to come. And finally, some big news for Neo-Geo RPG fans. A game that's in development right now, exclusively for the Neo-CD, is **Seminal Showdown: The RPG!** Early rumors report that the battle scenes in the RPG will be regular fighting-game style!

NINTENDO

On December 21st, 1994, Nintendo, along with the television service company St. Giga, announced its new **Satellaview** project. To be released on April 1st, 1995 for a price of 14000 Yen, or about \$150, Satellaview is very similar to the Sega Channel in that you'll be able to download games from a remote cable service for home play. To access the system, all you need is a Super Famicom, the BS Antenna and Tuner, and of course the Satellaview system. With the Satellaview, games such as RPGs can be downloaded, beat, and when completed, simply download new dungeons, scenarios or quests for the same RPG. Likewise, new tracks for driving games can be added. No information is available yet on whether this service will be released in America. The networking business is getting pretty popular now, and I'm sure this will open up many new possibilities in the video game industry!



Usually our **Ultra-64** coverage is in Other Stuff, but I've got some hot Ultra game info from Japan, so here we go: Nintendo is doing Mario vs. Wario, Tetris 3 and **Memo Kart 2**. Capcom's doing a **MegaMan** game, Konami is doing a **Castlevania**, Seta's doing Twin Eagle II and Squire is doing **Final Fantasy VII**. I'm not totally sure yet, but I heard that Nintendo's going to be showing the Ultra-64 in March at an as-yet-unnamed Japanese convention... before E3! This is possible because it's unlikely Nintendo would debut a new home system in America before Japan. If this rumor is true, I'll have a full report on this convention next month!

Special K's last-minute info

Sega will be releasing **Outrun** for the 32X. Since Space Harrier and After Burner have been released, it seems pretty obvious that Outrun would be next... but aren't we forgetting something? **Power Drift!** Dempa Shimbun has had the license to release the game for years now on Mega-CD, but it's finally expired and Sega's getting right to work on the 32X version... finally! In other Sega news, Yuji Naka, the creator of Sonic the Hedgehog (Whose name was misspelled "Yuju Naka" in the American Sonic & Knuckles manual) is currently working on a 2-D Sonic game for the Saturn! I've heard rumors of a 3-D Sonic game being developed in the U.S., but this seems to point to the contrary. The Saturn Sonic game should be out before the end of the year. Also, Taito will be releasing **Darius Gaiden** on the Saturn. Namco is releasing **Ridge Racer** on Saturn, too. Well, please keep you eyes on JN! and GF32 for the latest hardware info!

Square is currently developing **Final Fantasy VII** for the Super Famicom, utilizing Donkey Kong Country-style SGI graphics. Furthermore, the game is 64-Meg! Hopefully it won't be that expensive... Also, Legend of the Sacred Sword 3 (Secret of Mana 2) is currently in development.

Other arcade news is that **Octopus (Atorpa)** from Super SFII Turbo is in Capcom's **X-Men** as a hidden character. Check it out as soon as X-Men hits the US!



X-MEN: A NEW DIMENSION

JAPAN NOW! Daytona USA Update

This month's JNN pick is Daytona USA for the Sega Saturn... I have the latest pics for you! Compare these beautiful new shots with the ones we ran just last month... the difference is amazing! Can you believe it's only 50% complete? All of the Saturn teams at Sega of Japan are working on Daytona and Virtua Fighter 2 simultaneously. Daytona will be done in March and VF2's supposed to be shown at the Tokyo Toy Show in June!



6 Months Ago...

And Now!!

Compare these two screen shots. Most people seem to think that the Saturn can't do a perfect version of Daytona, but I don't think so. I bet that many of you have seen Ridge Racer for the PlayStation and were shocked, but I guarantee Daytona will shock you more! Just hang on!

Jeffrey

Jeff

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Julio

Jon

Julio

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SEGA SATURN

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TRY OUT A DEMO ZONE!

From a deep cave somewhere in Agsura, it's...

THE POSTMASTER



Dear Elnor,

I have been reading your magazine since day 1 and have been writing since a month for the past 2 years. I finally thought I'd write about something current and maybe you would print my letter.

I was wondering if the Jaguar was in circulation in Japan and whether or not it was very popular? Does it have any companies based in Japan, and do they have to wait for games like we have to? Also, did the Japanese like the old Atari system? Are there plans for any RPG's for the Jaguar?

I know that Killer Instinct has Nintendo's name on it, but it also has the Nintendo's and Atari's logos. Have the same Killer Instinct could be coming out on other systems besides the Ultra 64/Jaguar (in particular)? Also, is the Ultra 64 going to be a CD or cartridge based system, and what kind of technology will it have?

Sincerely, Josh Carbone

Dear Jack,

You say Atari, the Jaguar did come out in Japan. Unfortunately, it was one of the most dismal launches in history. I and Yagi do some checking, and he reported back that one fairly large distributor in Tokyo who supplies a chain of game stores sold a whopping twenty-five first week. The retailer we buy our games from said too. Why, you ask? Game games do not go over well in the land of the rising sun, nor do platforms with limited software. And the whole "64-bit" thing... they don't buy it. Japanese gamers are extremely picky when it comes to upgrading. The Super Famicom, PC Engine, and Alpha Drive are still big boys; although they are buying into Saturn and PlayStation. There are currently no 3rd parties or RPG's in the works overseas. As for Killer Instinct, it will never appear on any other platform. Nintendo has many such exclusive contracts in place for their power houses Ultra-64. Licensing?... everyone who wants to ride the wave. All I can say is wait 'til September. What are you about to receive far under three hundred bucks, in strictly retail buying? I wish I could say more.

P.S. The other guys say the Ultra isn't coming out... that's funny. I've read about five press releases just in the last week... maybe they should check the Fax, or should I say fax. It's, by the way, you were right!

Dear Paul Thibault,

Love your mag. Great screen shot - great reviews and previews. It's also nice to read a mag printed on paper instead of Charcoal! Ultra!

I do have a lot to play with in Agsura. (By the way, do you think guys who ride around in 4 wheelers have any shunters? You need a license, baby!) Real Fantasy III

RPG of the year? Could be Master Blue, you could have been in too many crashes lately. Why RPG of the year? - for story? No way!! I can watch "Days of our Lives" if I want to cry, or I can listen to Kiki Lae Clifford sing and really wail. But, I want and RPG that challenges me, not one that requires a lot of thumps. (A lot of true plugs here - huh?)

In my opinion, Real Fantasy III is really a 30-40 hour RPG drawn out for another 20 hours by the way it plays. For those that haven't played it (the way you're looking for you, since you already played the game, so all that Jap it must have of least 2000 miles up R.), all the characters have to learn magic. But, only those in your fighting party are learning it on the story progression. There are usually 4 people in your party - 14 characters overall - about 20 spells (the ones that contain the magic). Most everyone to have all the magic? - All of least 10 hours.

In addition, only your fighting party powers up. Guess what sports too? At the end of the game you use 12 characters to fight the last battle. Power up time - add another 10 hours.

But more thing, Pearly Blotch out for that ditty! You can only change your party when you're on the ditty. Then you have to restructure the whole party. You can't just change one character.

The challenge is an RPG comes to the battles, the puzzle, and the quest itself. Not powering up and learning magic. And, the storyline should help it along. If it was a good game, but not the best in a very long year of RPG's.

My conclusion - how about Break of Free? Yours is Coming, Daily play Breakdown

Dear Rudy,

Cover... not! It sounds to me like you may want to take up puzzle games or maybe horse riding. When an RPG is long and has a massive interface, that makes it a SUPER-BLE PLAYING GAME. The two people will play this game exactly alike, that's cool! If it was longer and easy, it surely would not have won. Photo real backgrounds, a great story, fantastic music, and phenomenal special effects, not an RPG of the year? I mean, I think 64-bit, but better than 1937! No way. Oh, by the way, what are you doing watching Days of our Lives and listening to Kiki Lae Clifford? There are bad things that can seriously hurt you're mind. At least you have good taste in 64-bit... a Winner, however...

Dear Postmaster,

I've been a fan of the My "W" daughter since she was born. But, I can't believe they ACTUALLY think that 2 million people are going to go. "The game that for a mere \$29.95 I can have not only HD graphics, but BLACK backgrounds on WHIT! WWWW!"

I also can't believe that they would have the gall to expect us to shell out 40 ADDITIONAL FIFTY DOLLARS for a measly 64-bit system? The worst!

Are they trying to cover increased profit expectations on hardware production for 64-bit by relying on the generation of "guts here too" for their Worst Day?

"Something in the water does not compute" - Prince

Tom

Calderone, Jim in MS FT,
Marquette MI
H. St. Paul, MN

Dear Marquis,

You say played a Worst Day? Obviously not. I'd tell you one thing: I have, and I'd pay MORE than has hundred for me! The red and black is new stuff! There are 32-bit 16-megapixel graphics in there, my friend, and dozens of 3D. Don't judge me by your plump. And are you actually complaining about the most powerful game system on Earth costing 250.00? Well, you need help. On top of that, you listen to Prince, Eminem, or at least you like Jim... that's the best!

Dear Postmaster,

I think your magazine is great. I would like to know you for putting based on 32 to 64-bit instead of making people who buy your magazine any better the money. Your magazine is worth the 5 dollars a month that I pay for it.

Now, let's get down to why I'm writing this letter. Trying to decide which system to buy. The systems I'm trying to decide are the Nintendo's Ultra-64, Sega's Saturn, and Sony's PlayStation. WD Square wins! WD's for the Ultra-64 WD there is a capital in Sunday Song Country? I bought WD when it first came out. I think it's one of the best games ever made.

Now on to the Saturn. WD there is WD's? WD Square is close to the arcade version? It is, I might buy a Saturn just for that game. In your December issue you talked about a game called Day Worst will it be that? When will Ultra-64 Saturn come out? WD there is a Sonic game on Saturn?

WD there is a game like Sonic or Mario on the PlayStation? Do you know what game Capcom is working on for the PlayStation? Can you tell me some of the other good games that are coming out for the PlayStation? My last question is where are these systems coming out to America?

I have a lot of questions but I can't wait to spend my money on a game system that I will not like.

Keith Long
Baldwin, GA



Fast-forward!

Welcome to Other Stuff. The Winter CES is over, and now that we're getting closer to E3 the gaming industry is about to get the biggest facelift it's ever had. Just what will this facelift be? The unveiling at the world's first true 64-bit gaming system, and a multimedia machine or SMES CD-ROM as reported in other gaming mags. Also recently "reported" in other mags was the death of the **Ultra-64**. Well, sorry gert, you're 100% wrong. Come E3 you'll be apologizing to Nintendo and your readers. We've backed the Ultra-64 from the beginning, and as I'm writing this edition of Other Stuff I can guarantee that

there are now over **thirty-five developers with Ultra development systems**. This report came directly from sources at Nintendo of Australia, who also confirmed that Nintendo has millions of 64-Megabit ROMs stockpiled for the release of the first Ultra games. At E3 Nintendo will have about ten to fifteen games showing, including third party titles. I also have some

new, **final specs on the Ultra-64 hardware**. The final specs are:

64-96 CPU
64-80 Real3D Immersion Graphics Processor
64-60 Sound DSP with 64 Sound Channels running at 44.1KHz
320x224 to 1200x1200 lines of resolution (double the average TV)
100,000 Real-time, Texture-Mapped polygons per second.

It's true that the PlayStation can process 300,000 real-time, texture-mapped polygons per second, compared to Ultra's 100,000, but the Ultra has lots of impressive hardware features like **Real-Time Anti Aliasing**, **Real-Time Ray Tracing**, **Real-Time Tri-linear RGB-Mapped Interpolation** and **Real-Time Load Management** that make up for this fact. Just what are these amazing features? Well, **Real-Time Anti-Aliasing** makes all sharp edges disappear on characters or backgrounds to games like **Donkey Kong Country**, and it makes the overall picture sharper and much more realistic. **Real-Time Ray-Tracing** is basically a superior version of light-source shading. **Real-Time Tri-linear RGB-Mapped Interpolation**, or TLMIM, means that every texture-mapped image or picture, when scaled in, will never pixelize or block up like you see in recent games like **Daytona**, **Ridge Racer** or the PlayStation's **Tek** title. The Ultra-64 will be the only system to have this technology for five years, and up 'til now only 325,000 industrial graphics workstations like the SGI Oxyx have employed this incredible feature. Last but not least is **Load Management**, a hardware feature which will get rid of the popup parallax backgrounds as seen in every 3-D game ever made. This hardware feature is given to the programmer, so if a bad company who doesn't have a good programmer makes an Ultra game, there's a chance you'll see popup backgrounds. But if a good programmer, say a Capcom programmer, makes a game on the Ultra you'll never see popup again. One more thing about the Ultra hardware before I move on to games: A company called **Rambus Inc.** is developing a breakthrough high-speed RAM technology for the Ultra that runs at 500MHz, making three-dimensional imagery possible.

At the Winter CES, SBI showed a video which contained demos of the Ultra-64 hardware, and I have only one thing to say... Come this September, Nintendo's games silence a lot of skeptics. In other Ultra news, **Pilot Wings 2** will be the pack-in for the Ultra-64, but it might go through a name change. The new name is not yet known but sources are hinting that the new title will be **Grandprix**, the working title for **Pilot Wings 1** when it was still in development. **Pilot Wings 2/Grandprix** will be 64-Megabits. In **DOOM** news, Williams Inc. will not be doing the DOOM conversion for Ultra-64, it's Software, the creators of the game, will be programming the Ultra-64 version and Williams Inc. will sell the game under it's own label. DOOM will be 64-Meg with an October release.

Race in the UK have over six projects in development for Ultra-64 as we speak. Perhaps even a **Donkey Kong** game for the Ultra-64... who knows? Williams also has a 3-D fighting game for the Ultra-64 arcade hardware. This game is still far from being finished since the creator of MK, Ed Boen, is still working on **MKIII** and will be for another three months. Expect a March '96 release for this one. Acclaim's **Luric: Gungnir Number 1** is still in the earliest stages of development, but expect a Christmas '95 release for this 64-Meg action game. Spectrum HoloByte, the computer game manufacturer responsible for the famed PC light stealer Falcon, will exclusively be making an Ultra-64 game. The name of the cart is **Top Gun**, based on the box-office smash of the late 80's. Capcom has Ultra-64 games in development, and one of these is a new **Ghosts 'n Goblins** adventure. Another rumored Capcom title is **Super Street Fighter II Double-X**, the sequel to SF2T. Konami has a new **Contra** adventure in the works for the Ultra and a rumored Teenage Mutant Ninja Turtles fighter. Shiny Entertainment is rumored to be making an exclusive version of **Earthworm Jim** for the Ultra-64, more news in future issues.

Sega's Next Level

The **American Saturn** will be black in color, with a redesigned pad, and will retail for **\$399.99**. The pack-in will be **Daytona USA**. Other Saturn games in development include the sequel to **Metal Head**, **Converger**. **Converger** will be shown at the E3 and also has a November '96 release. Another new Saturn title is **Blackhawk** by Neologic. This CD is the same type of game as **Comanche Overkill** for the SMES, only much better. **Blackhawk** will also be shown at E3 and has a December '95 release. Sources inside Sega have told me that **Sega Rally**, the new AM3 Model 2 arcade game is also being worked on for the Saturn and should be finished by January '96, with a March '96 release date. **Capcom** has officially confirmed, sorry Lucie, that **MegaMan** is in the works for Saturn along with **X-Men** and **Street Fighter the Movie**. Rumors of a new **Saturn Sonic** game are also floating around but you'll have to read about that in Japan News!

Nee-Go

Sources at SNK have confirmed that the new **64-bit Neo-Geo CD II** will be released in the 4th quarter of this year for arcade and home. The specs are undetermined right now, but next month I will have the specs and the official come for the Neo-Geo CD II!



32X Sonic?... No!

This demo created by the CD staff at AM3 has been popping up everywhere, as a supposed 32X Sonic game. It's just a demo, nothing more. Confucius say; translate before you scan.

Acclaim Entertainment, Inc. announced that it has completed work with R/Graphics Associates in the creation of computer special effects to be used in New Line Cinema's "Mortal Kombat" XII collection home video, one of later box sets. The movie will feature Acclaim's proprietary motion capture technology, which utilizes precision, traditional computer modeling techniques and a high-tech laserless optical motion capture process, in addition to New Line Cinema, Warner Bros. Studios is also utilizing Acclaim's sophisticated motion capture technology to create special effects for its summer 1995 movie, "Batman Forever". Acclaim Studios is subsidiaries of the parent company also involved in one last-screen studio production took new "Ultimate" software for Silicon Graphics workstations. The studio incorporates a state-of-the-art, full-spectrum fluorescent lighting system. Ultimate is utilized for computer and lighting of characters into a variety of entertainment media, including the Sega Saturn, and Nintendo Ultra-64. Titles expected to use this new technology include Batman Forever for the Saturn, Alien Trilogy for the 32X and Viper-Blazeout Hunter for the Ultra-64.

ACCLAIM'S ALIEN TRILOGY



Recently, at the Winter CES in Las Vegas, **Primal Rage** was announced for every platform. The Genesis, SMES, Gameboy and Game Gear versions will be out in September followed by the Saturn, 32X, and Jaguar versions in November.

WOLFINGER'S WALL

HEY, Welcome to the wall. It's just waiting to be splattered with your art. That's right kids, no longer are you restricted to just plain old envelopes to use as your canvas. If you're more comfortable drawing on paper or cardboard or pipe paper, or **WHATEVER**... Just go nuts (as long as you keep it around 8 1/2"x11"). So keep that original artwork coming in, and maybe you too can win an original ink board from **"THE ADVENTURES OF ADAMANT"** Comic book signed by yours truly. Let's show those other mugs who the real artists are...



This unique envelope comes to us from the slightly disturbed Artist of Houston, **Stick, Why** is the angry blue man punching Muttman's face off? Did he get those sexy purple pants?



The cold fury of B. R. Z. comes to us from David Richman of FL, SD, TX. Feel the power!



This beautiful pen and ink drawing comes to us from Vanessa Adams of the way from OK, Canada. You really have a graceful touch, Vice job.



Here we have some comic relief from Edgar J. Ricard from Pittsburg, CA. This is one of Muttman's earlier career choices that didn't quite work out.



Andrew Richman of Carlin, CA drew us this cool comic perspective of everyone's favorite bad-guy.



Yet another one from the "Grinder" aka, Ta, Edgar, keep the cool art coming in.



Donald F. Robinson of Travelersrest, SC sends us this pencil sketch of the "Blow Blow". Nice sense of design and cool style.



And the winning envelope comes to us from none other than...**JOHN ROBERT JR.** all the way from Columbus, Ohio. Your use of colors is excellent and your line work is impeccable! Don't stop there...I thought the little white girl had been supposed to be a bad ass.

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HOLLYWOOD STAR

"LOONEY TUNES B-BALL" IS A SLAM-DUNK WINNER!

by Howard Coleslaw

In one of the greatest games this reporter has ever had the privilege to cover, **Looney Tunes B-Ball** scored the biggest victory ever.

When this wacky, fast jammin' game of roundball begins, it's clear that anything goes! First, choose from your favorite Looney Tunes characters and go two-on-two against the computer or your friends! You set the Wacky Meter to the level of craziness you want — from 1, for no-nonsense streetball, all the way to 5, where the only rule is there are no rules!

Change the ball into a cream pie and show your opponent the new meaning of "in your face"! Go invisible or teleport past your man and take it to the kitchen for two! And the clock isn't the only thing ticking when the ball becomes a bomb for

plato! the locker room after

the game, the Looney Tunes team was understandably exhausted, as the action was fast and furious at both ends of the court. Overall, the

team was pleased with its effort, though Taz's moves did come into question.

"Taz can't dribble, but he sure does drool," said team captain Bugs Bunny.

Taz was unavailable for comment, but released the following statement through his agent: "Roarg hawraaaa grrroagh froww hrrrg!"

Most observers tended to agree. **Looney Tunes B-Ball** is your season ticket to fun.



"Shoot, doc," said Bugs. "We're having a great time in his own The Looney Tunes features all your favorite characters: Bugs Bunny, Porky Pig, Sylvester and Tweety, Elmer Fudd, and Daffy Duck himself. The Acme Animation Factory just the carrot on the...er...New mind."

The arena will rock as you play through earthquakes, eclipses and more! So go ahead and drive to the hole. But watch out, you just might fall in one!



TAKE THE COURT FOR THE WACKIEST GAME OF HOOPS EVER!

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Belly cover 'in the culture' into the bunker. It's muscle to muscle.



Your Apple's got it all: color, auto-aim tracking and the dad's own tongue.

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